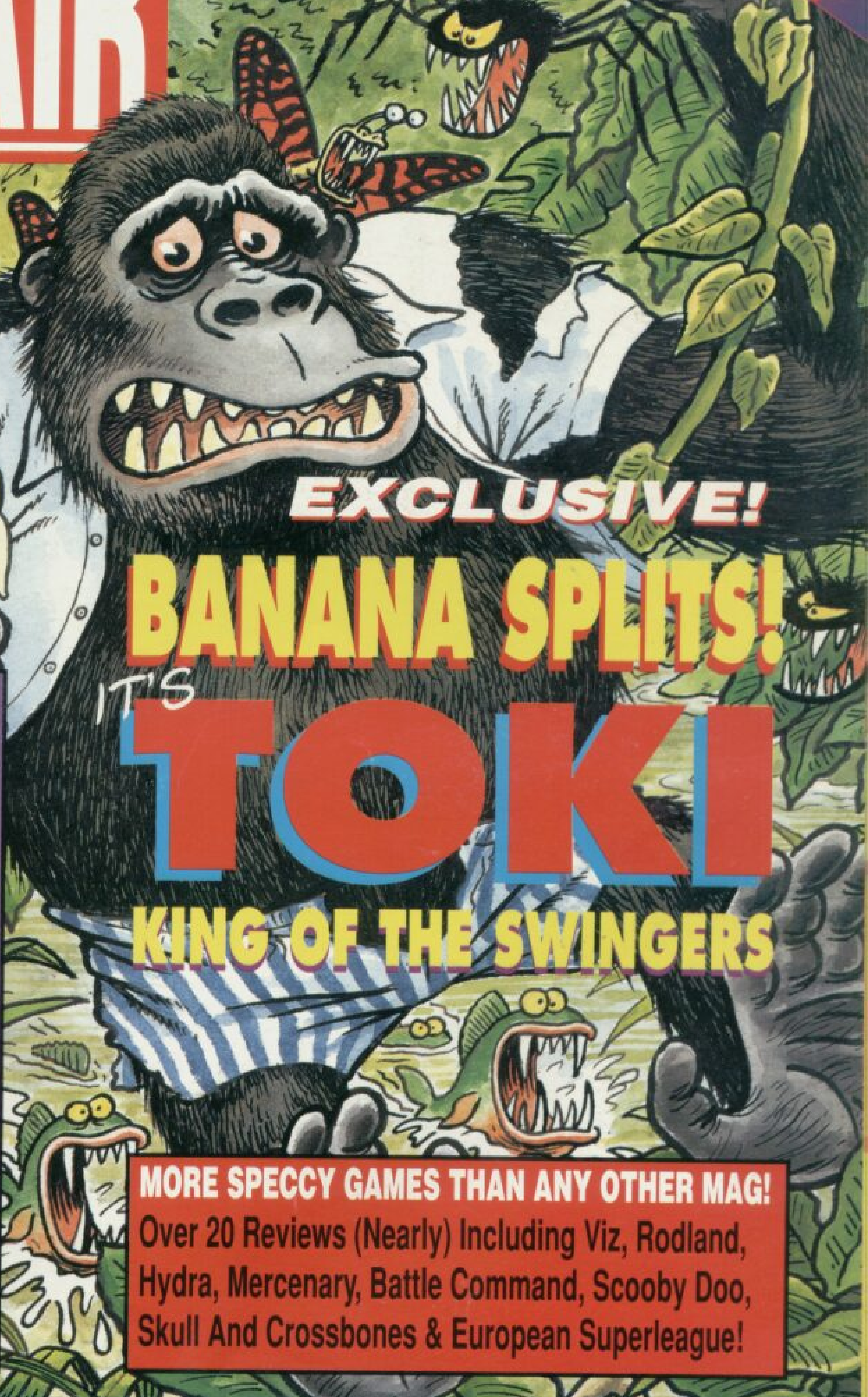
BRITAIN'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

JULY 1991
No 67
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KING OF THE SWINGERS

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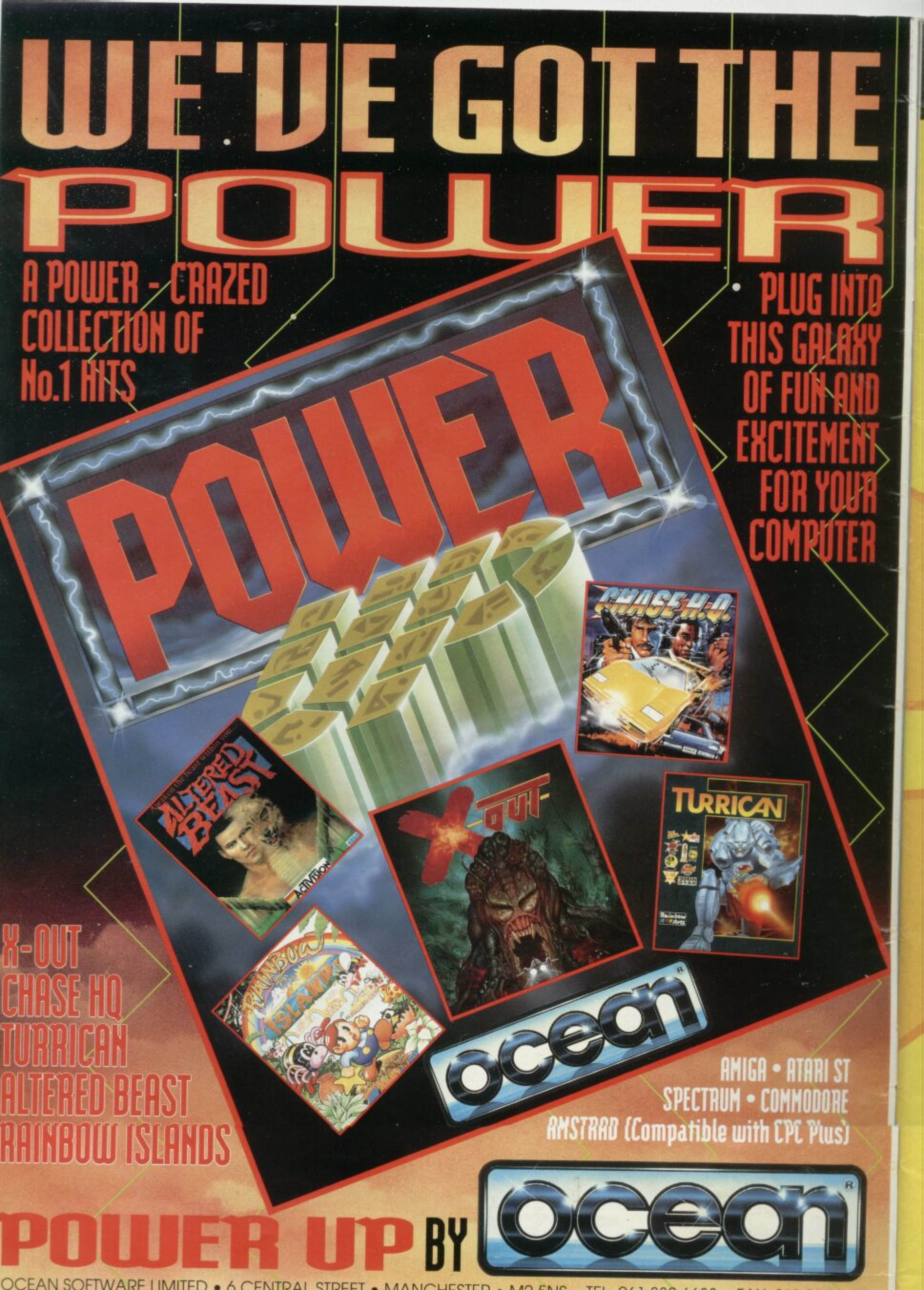
Better trot off and ask your newsagent for one then, eh?

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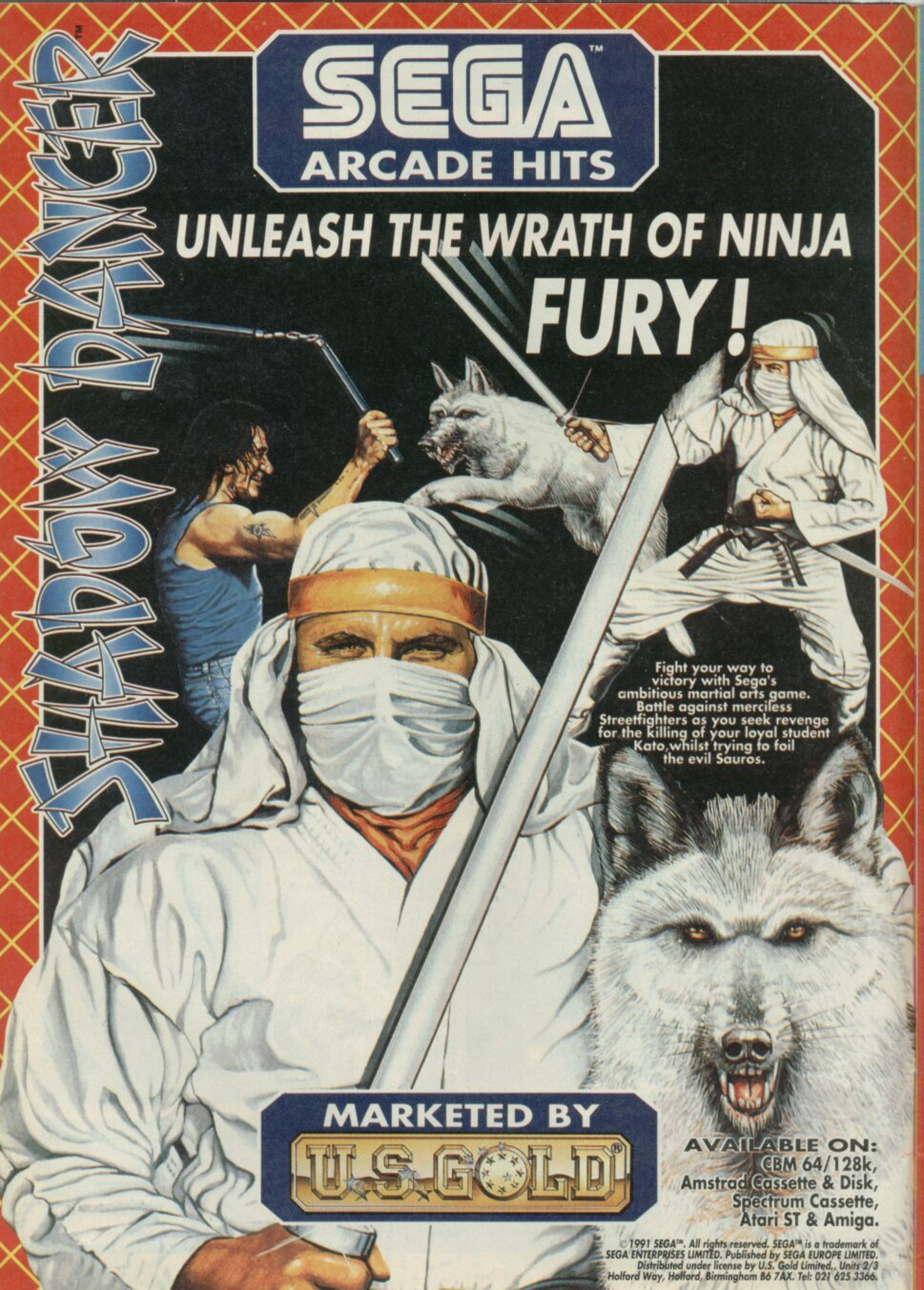
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YOUR SINCLAIR THE MAGNIFICENT 7 No4

This month on the tape – funky demos, classic old Megagames (well, one), and more infy lives than a very lucky cat! Lap it up!



It's hot stuff! Check out our exclusive demo of MEGAPHOENIX on this page!

Jump around in fields a lot in our CROMWELL AT WAR demo on page 6!





Terror-ists ahoy! HIJACK plays on page 6!

You'll need all your marbles for BRAIN-SPORT on page 7!





Intergalactic space cops run riot in AD ASTRA on page 7!

Live life to the full with POKE-RAMA on page8!





Get schizo-phrenic with DOUBLE AGENT on page 8!

MEGAPHOENIX

Dinamic

PLAYABLE DEMO



Space Invaders, eh? Now there was a game! Centuries ago in seaside resorts all around Britain, the arcades rang out with the sound of dirt-sucking aliens being bleeped to kingdom come. And now they're back!

Well, in a manner of speaking they are. You see, *Megaphoenix* isn't officially anything to do with everybody's favourite shoot-'em-up at all – it just looks exactly the same! (Except for all the fabby new arcade features that they've added on of course.) And once you load up our demo you'll find it plays pretty corkingly too!



Come on then, alien pig scum! Give it all you've got! I'm ready and waiting!

You play a spaceman from Noslet-2, a peaceful sort of a colony stuck out in the middle of the cosmiverse. But hark! A load of alien yobbos are heading your way – and it looks like you're going to have to sort them all out! These galactic gatecrashers take the form of huge metal birds (and we don't mean Girlschool) who lay lots of deadly proton eggs on the ground. Given time (and insufficient blasting), the eggs then hatch and become lots of little Phoenix birds (and these are the ones you've got to blast in the demo).





So these are meant to be eggs? (I think Duncan Goodhew might have a thing or two to say about that!)





But don't panic! All is not lost! You're a bit of a dab hand at the old flying and fighting business so with a bit of careful judgement (and dollops of good luck!) you should be able to send those birdies to kingdom come. (Oh, and you can link up more weapons than they can too, which should be a bit of a boon.) And that's it. Off you go and have fun.

CONTROLS

Sinclair and Kempston joystick. Define your own keys.

CROMWELL AT WAR

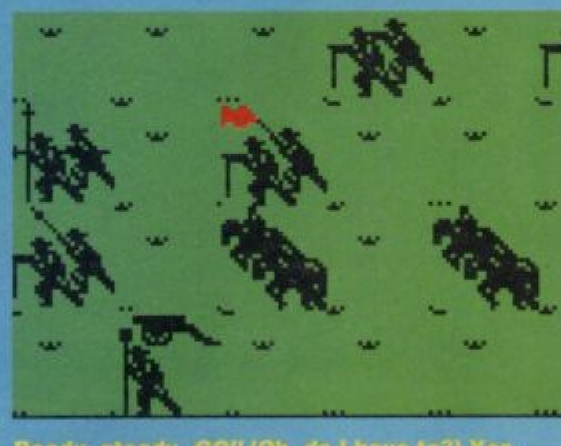
CCS

PLAYABLE DEMO

C*romwell At War* is all about Oliver Cromwell and, erm, the war he started. Old Ollie was a bit of a misguided chap, but he was nice enough in his own wee way. His downfall came when he got it into his head that dancing and singing were bad things. The King heard about this and was none too pleased. Apparently singing and dancing took up most of his time, along with running the country. Unfortunately it was Ollie's opinion that the King shouldn't be running the country either, and so they ended up having a few battles.

The first of these historic meetings took place on a vast expanse of mud called Edgehill and it's this little social gathering that you've got sellotaped to the cover.

You take your place as the Head of the Parliamentarian Army and fight the first 6 rounds of the initial skirmish (which begins as a 'historically accurate representation'



Ready, steady, *GO!!* (Oh, do I have to?) Yes, you jolly well do! (Awww...) You're fired.



Hurrah! It's a footie game! Er... or maybe not. (But it's got lots of green in it anyway!)

but soon turns into a bloodbath of your making). If you've got something against warty Ollie (miserable old trollop) then you can make sure you lose. And if you're still confused after all that then go and have a peek at James' review over on page 65 (which probably won't help you in the slightest but we thought we'd better point it out all the same!).

CONTROLS

Cursor keys.

HIJACK

Activision

COMPLETE GAME

Woo! Woo! Old *YS* Megagame ahoy! For those of you who weren't around eight trillion years ago (or missed it as a barg last year) *Hijack* is a rather stonking little strategy game in which you play the Head of The Department Of, erm, Hijacks (actually). Your job is to wander around 22 rooms giving orders to all the other departments and trying not to make too much of a drama out of a crisis. This means first trying the peaceful settlement approach and then when all else fails, sitting back, lighting up your Hamlet and sending in the execution squads to blow those miserable terrorist vermin sky-high off the airport tarmac. If you're successful then you're rewarded by another group of terrorists hijacking a plane (well, someone's got to keep you in a job), and if you lose then you might just end up in jail. Life, eh?

So – interested in playing? Well, just have a look at our incredibly informative 'annotated' screens here, and we'll show you how.



1. You're up against time and, erm, this is the timer. So you'd better keep an eye on it!

2. This is where you give orders. When you're in a room with somebody then their little piccie lights up. Select it with the cursor and you can natter away to them ad infinitum.

3. Getting bored with the same old drab office? Then repaint it!

4. Objects that you can use appear as an icon – click on one and you're given more information about it.

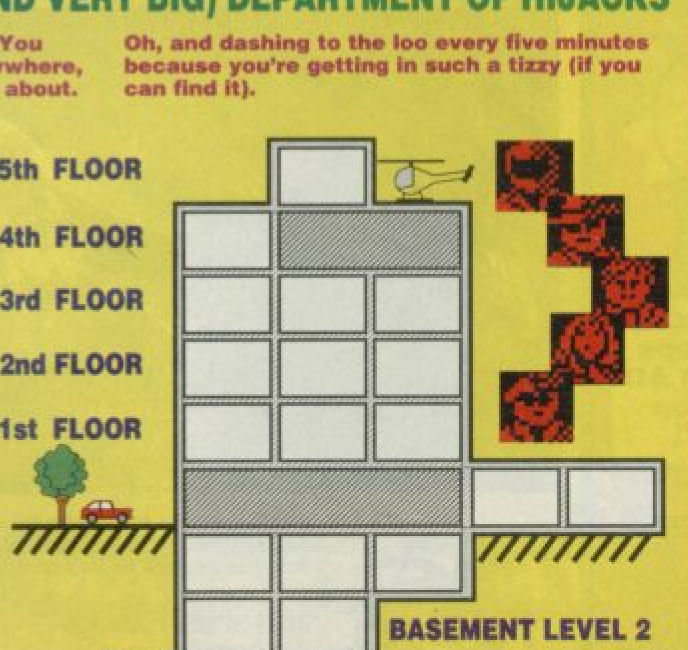
5a. Military strength, 5b money and 5c presidential popularity

6. With such a stressful job, you could quite easily forget what you're carrying – this is here to remind you. (But, erm, we're not carrying anything at the mo!)

THE JOLLY IMPORTANT (AND VERY BIG) DEPARTMENT OF HIJACKS

Here's how all the offices are laid out. You play the game by dashing around everywhere, bumping into people and bossing them about. Oh, and dashing to the loo every five minutes because you're getting in such a tizzy (if you can find it).

THE PRESIDENT'S PENTHOUSE (5th Floor) He's called Ron, but other than that we don't know anything whatsoever about him. Prez of the country? Or just the department? Haven't the foggiest. But try to keep on his good side anyway!
YOUR OFFICE! (4th Floor) Employees report to you, and there's a private lift that scoots you up to the President's quarters.
THE POLITICAL OFFICERS (3rd Floor) These blokes are the diplomats – a notoriously boring race. Stay away and stay awake.
MILITARY OFFICERS (2nd Floor) The big butch boys who send in the troops. They're dead 'ard.
ADMIN STAFF (1st Floor) These include the publicity officer and the bloke with the keys to the petty cash box.
CIA (Basement Level 2) If there's anything you want to know about a crim then Mr Jedberg here is the chap to ask.
FBI (Basement Level 4) However, if it's an employee you want to keep tabs on then it's best to see Mr Hoover.



CONTROLS

Joystick and keyboard.

BRAINSPORT

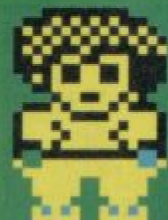
Arno Van Der Hulst

COMPLETE GAME

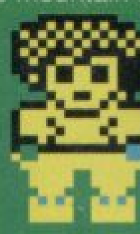
Well, golly gosh and me-oh-my, if it isn't the return of the greatest living Dutchman ever to grace the hallowed pages of *YS*! Yes! Once more, Arno Van Der Hulst comes up trumps and turns in an absolute cupcake of a reader game!



This month's offering is a tricky little puzzler called *Brainsport* that'll have you as hooked as a shepherd's crook. The basic idea is to lead your diddy little man through the screens and



make him push boxes into squares. It sounds pretty simple but (surprise!) it isn't! The boxes get stuck against walls and then you find you can't move them and, well, it's all rather incredibly frustrating really. And there's an absolute mountain of levels to get through too – 99 to be precise! (Some of which Arno says are actually quite impossible. What a nice little fellow he is, eh?)



He's also added some special options, like a Ramload and Ramsave to let you save a postion in the game to go back to when you die, and also an Editor, which actually isn't on the tape at all. Well, it might be – it's just that we couldn't find it. Which means it probably is. (If you see what we mean.) Anyway, load it in 48K mode, and off you go.





Good-oh! We've just pushed the final box into its square. And doesn't our little man look pleased with himself? (He's a very excitable chap!)



Oh dear! This all looks a bit difficult. If only all those pink walls weren't there it'd be a cinch. (Humph.)



Ahh! This one looks quite easy (probably!). But what do we have to do?! (Don't look at us – we haven't the foggiest idea either!)

CONTROLS

Keys Q, A, O, P and M for map. Kempston or Sinclair joystick. Special keys T = Finish game; S = Ramsave; B = Ramload; Break = remove a window. Table 2 gives you all fieldnames and passwords.

AD ASTRA

Activision

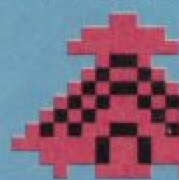


COMPLETE GAME

Reach for the stars! (Or "Per ardua ad astra!" as we like to say round here!) Yep, it's time once more to zoom out into the final frontier and splat a load of alien gloopies – cos that's just the kind of mood we're in this month!



Ad Astra is extremely fast. You're a traffic cop and you've got to gallop through space keeping the highways of the heavens clear so that a thankful public can go about their usual business of shopping and walking their dogs free of hassle. And what a tough old job it is too! Your work involves dodging planets and asteroids, zapping unwanted road-hogs and probably receiving a fair few laser tickles yourself. Today's traffic police don't know what a pampered breed they are! (So we'll just let them wait a few years and then find out what hard work is, eh? Heh heh.)





Cripes! That little blue star's doing 3,583 mph in a 3,200 speed limit! Oi, pull over, matey!



Blimey! Someone's spent a lot of money on fireworks! (Are there any sparklers left?)



CONTROLS

Sinclair and Kempston joysticks, or define your own keys.

DOUBLE AGENT

Tartan Software

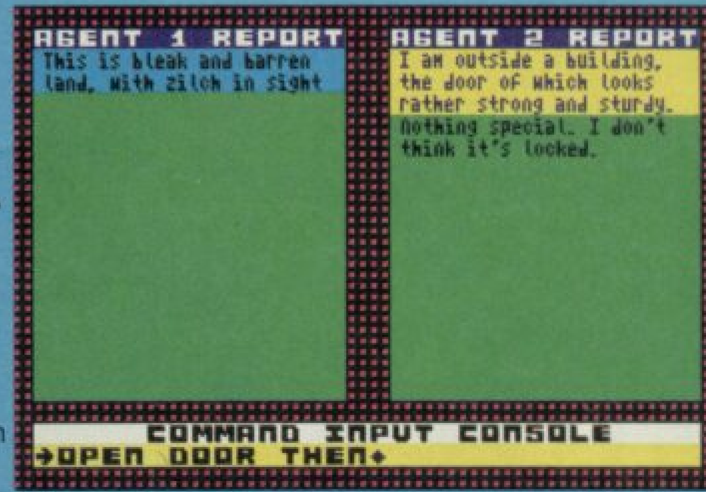
COMPLETE GAME

Hurrah! After absolutely yonks and yonks, we've finally got round to slapping an adventure on the cover tape. And what a corker it is! From the pen of no less a blokie than Tom Frost, *Double Agent* bears the stamp of quite a few of his other games (like *The Gordello Incident*) in that the screen's split up into two sections (so hence the name). But more on that in a sec.

Actually, the plot's written out in the game but just to get you into the swing of things here's a swift précis. Your agents have been sent to the planet Marego to help the inhabitants in their struggle against lots of other bods whose own planet has died and who are now slowly killing Marego with their crystal source of power. Unfortunately, the operation doesn't quite go according to plan because the smelly little aliens waste just about all of your cavalry, leaving just two completely knackered agents for you to take command of. Oh no!

Now this is really bad news. Not only are they completely incapable of any original thought or action, but they only understand the most simple and basic of instructions. And you've got to guide them all the way through Marego to get to the crystal before it gets exposed to the atmosphere and starts to cause even more horrible problems. Ug, eh?

But pucker up! Life's a cavalcade! And let's face it, if you're going to die then you may as well give it your all and go out in a blaze of glory (or something). Anyway, there are some helpful hints dotted along the way too. (You're going to need them, maties.)



Here we see Mr Agent No.1 ("Hello, there!") and, erm, Mr Agent No.2 ("Hi!") reporting for duty. What nice chaps.

CONTROLS

Keyboard. (Oh, and remember to load it in 48K mode or you won't get nuffink!)

POKERAMA 4

Jon North



Roll up, roll up! Ladeez and gentlemen, what 'ave we 'ere? Not one, not two, but eight phenomenal POKEs! Simply load in the cassette and you'll be blessed with the power of eternal life – comme ça! Here's what's in this month's bouncing bundle...

750cc Grand Prix Infy fuel, tyres and time, plus you always qualify.
Arkanoid 2 **(48K/128K)** Infy lives.
CJ's Elephant Antics Infy lives for both players.
Lone Wolf Infy lives.
Night Shift Never get fired.
Syntax Infy lives and time states.
Tornado ECR Cheat menu once loaded.
Toyota Celica GT Rally Always qualify.

Sacre bleu! C'est absolument merveilleux, non?! (So go get pokin'!)



Well, we're certainly chocka-block with tips and cheats for *Lone Wolf* this month! Infy lives here, and a map and complete solution for it over in Tipshop! Hurrah!



You'll certainly be on the '*Night Shift*' with our 'never get fired' cheat for US Gold's puzzle corker. Burn that midnight oil!



Tape Trubbs

Tape playing up, is it? Oh dear. Well, just give it a quick slap on the spools – it usually does the trick. But if it doesn't then send it off to *YS* Magnificent 7 No.4, Tape Returns Dept (July ish), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. Bung in an SAE to keep it warm and snug, and then wait four weeks to hear a replacement copy come trotting up your garden path and knocking on your front door.

From the designer of

Steve Jackson presents F.I.S.T. Fantasy Interactive Scenarios by Telephone

-the original telephone adventure game

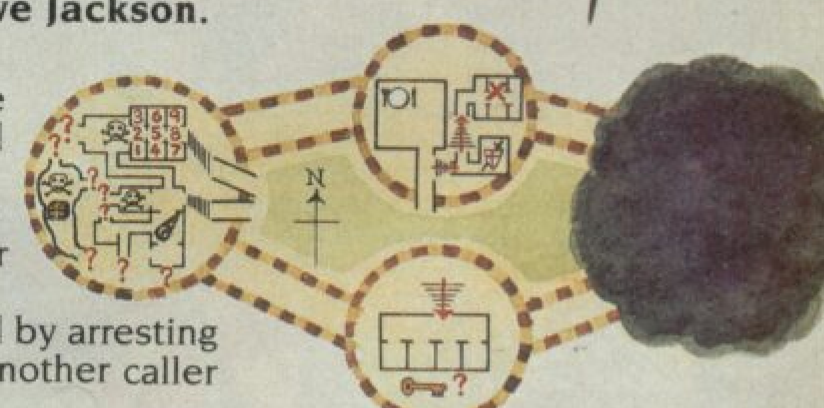
- £300 in Prizes to be won every month!
- Lots of Free Telephone Time to be won!
- 3 Character Types! Play as a Hero, Thief or Guard!
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- New Combat System!
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- No-Delay Play! Faststarts! Faststaves!
- Rules fed out only as you need them!



Steve Jackson's Masterpiece of the Macabre

YOU can star in your own personal fantasy audio adventure. Tricks, traps and treachery await you in this, the *ultimate* telephone adventure game from GamesMaster **Steve Jackson.**



Heroes must try to *escape* from The Slaughterhouse in the fastest time possible. H*int* - Talk to other players; they will help you to find the escape route.

Thieves must *steal* as much gold as possible from the game characters - and from other callers! H*int* - Don't kill other callers unless absolutely necessary.

Guards earn money by extortion from game characters and by arresting other callers. H*int* - Only arrest Thieves who have killed another caller or Heroes.

Live Encounters!

You will regularly come across *other callers*. Is he Hero, Thief or Guard? Will you risk talking to him? Can you trust what he says? Or if you don't trust him, will you strike the first blow? Heroes need escape information from other callers.Thieves need to *appear* friendly to get close enough to pick pockets. Guards must find out about any strangers they meet - a wrongful arrest carries a heavy penalty.

New Combat System!

Outguess your opponent each *Attack Round* by dialling a number between 1 and 3. A 3 (Savage Attack) beats a 2 (Lunge) which beats a 1 (Guarded Attack) which beats a 3. Work out what happens when you both choose the same number! Monsters fight to the death - but in recognisable patterns. But with LIVE opponents, you can opt to either Plead For Mercy (dial a 9) or Spare his Life (dial a 0).

Cash Prizes to be Won! And Free Game Time!

The best Hero, Thief and Guard each month wins a prize of £100. Heroes must escape quickly; Thieves and Guards must collect Gold. In addition to these prizes, the computer will award free play time to characters who collect more than a certain number of Gold Pieces (the Gold required will vary from month to month and character to character).

☎ 0898 10 10 50

Calls cost 33p per minute cheap, 44p per minute all other times. The Slaughterhouse can be played on ALL TYPES of telephone.Some callers may find that dialling a '1' will exit from the game and suspend the call. This occurs at BT exchanges and is not a fault of the game system. If you experience a problem, please call again with a touch-tone telephone. If you need more information send a stamped, self-addressed envelope to Computerdial, 7 Leapale Road, Guildford, Surrey GU1 4JU, marked "Slaughterhouse".



This month – holidays, footie, and the return of that little robot thingy that looks like it's been swiped from a mashed potato ad. (Exciting's not the word!)

It isn't easy producing a funky, skillo mag like *YS* you know. There are a lot of games to play, people to take out to lunch and mornings to sleep through. So it's not surprising that every so often the immense pressure gets to our trusty Speccy shed crew.

The signs are immediately obvious. Andy's hair grows into his scalp and throttles his brain, Linda B plays her all records backwards to hear secret messages, Sal's baby kicks her internal organs around like John Barnes in a foul mood, and Andy O and James start fighting (again). There's usually nothing for it except take a nice long, relaxing holiday in some exotic clime. But where?

Well, Europe was out for a start (the food's terrible and there's only one toilet per 10,000 people. And it doesn't even flush properly), and, er, well, they didn't have any enough money to go anywhere else actually.

And then they struck upon a formidable idea! They wouldn't need to pitch the shed on foreign soil at all – they'd just stay at home and go travelling around inside the Speccyverse instead! Brilliant! So let's follow them, shall we?



Here's James, doing the gallant thing and saving a fellow tourist in distress. Well done, James!

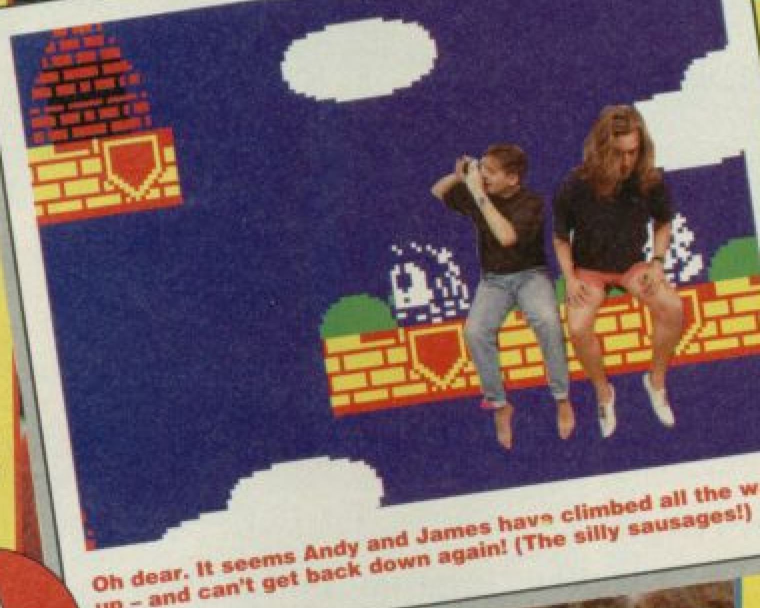
1. *ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS*

Tengen (Domark)

Andy: Blimey, this was a bit of a surprise! I thought it was going to be like one of those 18-30 holidays James is always ranting on about (but never actually seems brave enough to go on!). You know, 'robot monsters' meaning raunchy games in naughty underwear. *(Eh? Linda)* Anyway, it was certainly jolly exciting, but not in the way we'd hoped.

James: Too right! Those little robots turned out to be really vicious (one bit Linda quite nastily on the arm) and then they chased us around, giving us so much grief we just had to escape. It jolly well wasn't what you call service, that's for sure!

(**Linda:** And the swelling still hasn't gone down.)



Oh dear. It seems Andy and James have climbed all the way up – and can't get back down again! (The silly sausages!)

2. *RAINBOW ISLANDS*

Ocean

James: A-ha – just the kind of paradise place to unwind after all those hideous robots.

Linda: Or so we thought.

James: Just as Andy and I were setting up the barbecue, two annoying little geeks called Bub and Bob suddenly appeared and started making nuisances of themselves in a really horrible, 'cutesy' sort of way.

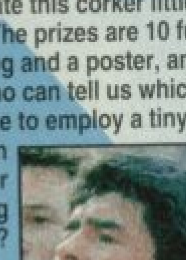
Sal: Urgh! We couldn't eat anything with them around – we'd have been sick. So we left at once...

TOP 5 HOLIDAY SONGS

1. Holiday	Madonna
2. Holidays In The Sun	The Sex Pistols
3. Summer Holiday	Cliff Richard
4. Summertime Blues	Eddie Cochrane
5. Sit Down	James (? Ed)

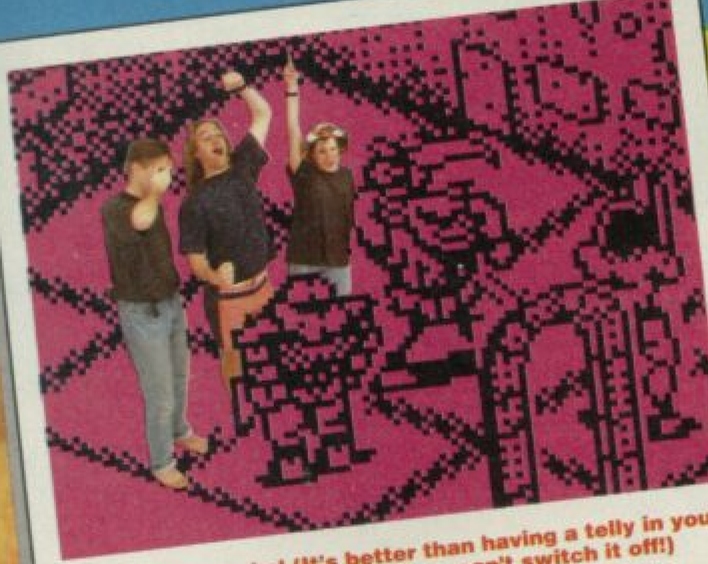
HERE WE GO HERE WE GO! (AGAIN)

CDS certainly know how to time a release well. No sooner does *European Superleague* pop up than – crikey! – British clubs are allowed back into Euro-competitions! (It's a miracle!) So we decided to celebrate this corker little game with a compo all of our own. The prizes are 10 fun-packs of *Euro* itself, a T-shirt, a mug and a poster, and they'll be flying out to the bods who can tell us which European team had the misfortune to employ a tiny, pigeon-chested Argentinian with an attitude problem, silly hair and a penchant for knocking in goals with his hands? Send your answer on a postcard (and do make sure it's correct) to the *Hand Of God, My Foot!* Compo at the usual 29 Monmouth St address. (And do it before 15th July.)



PLAY IT AGAIN, SAM!

Hark! The SAM Coupé is bouncing back! *Pipe Mania, Pang, North And South, The Light Corridor, Klax* and *Escape From The Planet Of The Robot Monsters* are all either out now on SAM disk or soon to appear, but the really, really (really!) BIG news is that Domark have given the go-ahead for *Prince Of Persia* to be converted. Blimey! For those 'outside the know' this was an enormous 16-bit arcade adventure from Christmas which gobsmacked all and sundry with its amazing



Come on, you orks! (It's better than having a telly in your room, isn't it? Only trouble is you can't switch it off!)

3. HERO QUEST

Gremlin

Linda: This looked promising.
Andy O: Mmm.
Linda: Quiet, cool and with a single room each – we thought we'd spend the rest of the fortnight here. Until the first night when a load of smelly orcs suddenly turned up in Andy's room!
Andy O: I got the shock of my life! And then a dwarf appeared, and then a magician. We couldn't get a wink of sleep.
Andy: And then a big battle occurred and all the poor little orcs were hacked up and killed. It was horrible!
Linda: We were jolly angry, so we vacated the castle early the next morning (without even paying!).
James: But where could we go next? As in all times of trouble, we relied on Sal...

4. THE TIME MACHINE

Mirrorsoft

Sal: And I suddenly had a brainwave. What about time travel? It'd be the ultimate package holiday! So off we went. We saw lots of dinosaurs, volcanoes, ice ages and some of those big leathery bird things (who swiped Andy away but brought him back because they said he ponged too much!).
James: It was really fab.
Andy: But then Linda said she was getting homesick, and missing *Top Of The Pops*.
Andy O: Spoilsport!
Andy: But we still had 4 days left so we managed to come up with a compromise...



Oh no! The Ed's been nicked! This looks like a job for – Andy 'Street Hawk' Ounsted And His Amazingly Crap Motorbike!



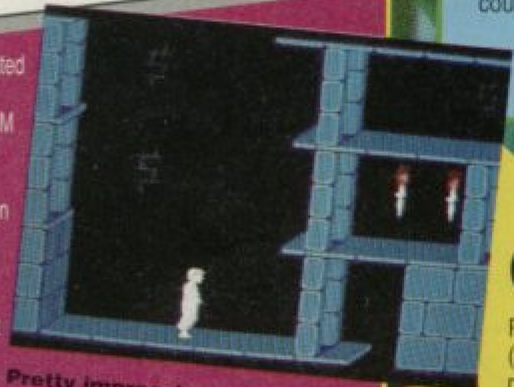
Ah, relaxation at last. Pass the pop!

5. FIVE ON A TREASURE ISLAND

Enigma Variations

Andy: We eventually found an island where everything looked perfect.
Linda: And when we were pitching the tent we dug up some boxes with treasure inside! But it didn't belong to us so Andy made us put it back. And then we saw 4 people watching us from the bushes with a dog.
James: And they ran away when we tried to talk to them.
Andy O: But then they all came back with their Aunt and some old policeman who locked us up, and gave them loads of sweets. It was all a bit of a disaster, especially when we went to prison!
Andy: And, er, unfortunately we're still here. So if someone could come and let us out we'd be ever so grateful!

animated graphics. It looks just as mega-stonking on the SAM (as you can see from the piccie) and will probably never-ever-*ever* appear on the Spec because it's all too big and posh. It'll be released in June (when we'll have a closer look at it) and sell for £14.99. Not bad going for a machine we all thought was pushing up the daisies, is it?



Pretty impressive, eh? And *Prince Of Persia* plays just as well as it looks too!

T-ZERS

Addictive are all set to follow up the success of *Football Managers 1* and *2* with the none too imaginatively titled *Football Manager 3*. It'll be an updated version of what we've already had, only this time "with even more features than ever before" (and they're not saying much more than that).

Those foxy Spanish jocks Dinamic plan to release an original arcade game called *Hammerboy* later on in the year. It's a beat-'em-up all about a boy who seeks out wrong-doers and destroys them with his hammer (oo-er!), with 4 levels set in different periods of history like the Wild West and the Viking era. Blimey! We don't know much more than that, but they obviously think it's pretty hot poop cos they're planning to develop it for a coin-op machine soon afterwards.

Mirrorsoft are still developing *Robozone* (cross fingers we'll see it in a couple of months), but after that keep an eye out for *Frisco Heat*. It's taken from the Konami coin-op and follows the adventures of an American cop out on the mean streets of (spook!) San Francisco. So there should be rather a lot of arresting and/or blowing away of baddies going on. Probably. Out in October.

Those merry froggies UbiSoft have just announced the imminent summer release of 2 cassette compilations. *Ultimate Collection* will feature *Skate Wars, Zombi, Pro Tennis Tour, AMC, After The War* and *Stunt Car Racer* (probably worth the price of admission alone!), while *Six Appeal* will boast *Rick Dangerous, P47, Twin World, Pick 'n' Pile, Puffy's Saga* and *Satan*. Not a bad bunch for £14.99 apiece.

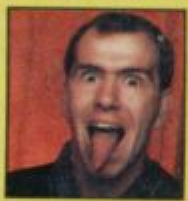
Audiogenic are launching a new label called Sports Action. First up, there'll be *Graham Gooch's Cricket*, then *Sports Action Rugby*, and then even more sporty stuff after that. Also look out for *Exile* (about a spaceman who zips round a planet collecting keys and releasing lots of prisoners).

And finally, a few dainty morsels of Ocean info. Firstly, they've swiped the licence for Bruce Willis' new movie *Hudson Hawkes*. It's an action comedy about a daredevil jewel thief, but no-one knows quite what the game's going to look like yet. Then there'll be an original game called *Whizz-Kid* towards the end of the year, all about a boy trapped on a magic island, who's got to collect kittens (!?), and after that *Smash TV* in which you've got to stay alive on a rather dangerous gameshow, not unlike *The Running Man*. The coin-op's suposed to be ridiculously violent and it should be out at Christmas.



ONE'S WON!

Remember our Gremlin compo back in ish 64 to win a gorgeous video recorder (without a plug)? We asked you to submit an exceptionally amusing caption for the piccie here, but of course no-one did. So we had to choose this 'slightly (and that's putting it politely) crappy' one instead. The lucky winner is **Martin Browell** of Plymouth, Devon, so, er, congratulations, Martin. (And by the way, the Queen just phoned up to say that when she says 'one' she's actually referring to herself – it's not a form of address to others. So now you know, eh?)



THE CHARTS

WHAT'S HOT AND WHAT'S NOT!

FULL PRICE

Pos	Last	Title	Publisher	Score	Review
1	(1)	*Teenage Mutant Hero Turtles*	Mirrorsoft	90°	*YS* 61
2	(NE)	*Back To The Future 3*	Mirrorsoft	82°	*YS* 63
3	(NE)	*Power Up*	Ocean	90°	*YS* 66
4	(3)	*F16 Combat Pilot*	Digital Integration	92°	*YS* 60
5	(4)	*Robocop 2*	Ocean	93°	*YS* 63
6	(6)	*Big Box*	Beau Jolly	NR	
7	(NE)	*Navy SEALS*	Ocean	86°	*YS* 62
8	(2)	*Golden Axe*	Virgin	91°	*YS* 61
9	(5)	*Total Recall*	Ocean	84°	*YS* 63
10	(8)	*Hollywood Collection*	Ocean	87°	*YS* 60
11	(NE)	*Super Monaco Grand Prix*	US Gold	82°	*YS*65
12	(7)	*Multi Player SM*	D&H Games	85°	*YS* 64
13	(9)	*Gazza 2*	Empire	87°	*YS* 62
14	(NE)	*SWIV*	Storm	90°	*YS* 65
15	(11)	*Kick Off 2*	Anco	80°	*YS* 61
16	(13)	*Gremlins 2*	Elite	72°	*YS* 63
17	(19)	*Toyota Celica Rally*	Gremlin	90°	*YS* 64
18	(18)	*Super Off-Road Racer*	Virgin	91°	*YS* 59
19	(15)	*Night Shift*	US Gold	89°	*YS* 65
20	(20)	*SCI (Chase HQ 2)*	Ocean	71°	*YS* 63

BUDGETS

Pos	Last	Title	Publisher	Score	Review
1	(1)	*Magicland Dizzy*	CodeMasters	90°	*YS* 63
2	(3)	*Kwik Snax*	CodeMasters	92°	*YS* 62
3	(NE)	*Slightly Magic*	CodeMasters	94°	*YS* 66
4	(2)	*Double Dragon*	Mastertronic	70°	*YS* 62
5	(5)	*Continental Circus*	Mastertronic	62°	*YS* 65
6	(4)	*Paper Boy*	Encore	68°	*YS* 48
7	(NE)	*Dragon Ninja*	Hit Squad	60°	*YS* 66
8	(7)	*Quattro Adventure*	CodeMasters	95°	*YS* 58
9	(6)	*Dizzy Collection*	CodeMasters	90°	*YS* 63
10	(NE)	*Kick Off*	Anco	80°	*YS* 50
11	(11)	*Cavemania*	Atlantis	70°	*YS* 65
12	(12)	*Treasure Island Dizzy*	CodeMasters	90°	*YS* 63
13	(8)	*Kenny Dalglish SM*	Zeppelin	64°	*YS* 55
14	(15)	*Spitting Image*	Hit Squad	55°	*YS* 66
15	(NE)	*Euro Boss*	E&J	NR	
16	(14)	*CJ's Elephant Antics*	CodeMasters	85°	*YS* 66
17	(10)	*Afterburner*	Hit Squad	78°	*YS* 65
18	(18)	*R-Type*	Hit Squad	98°	*YS* 61
19	(NE)	*Striker Manager*	D&H Games	NR	
20	(NE)	*Fantasy World Dizzy*	CodeMasters	88°	*YS* 52

Oh, no! How much longer can this go on for? The *Turtles* are *still* kings of the roost after (one, two, three...) five months! Surely you've all bought your copies by now?!



It's nice to see four out of the Top Five are Megagames. It's probably a lot to do with licencing, but at least the field's being led by top-quality stuff.

And finally a hearty hurrah for *Multi Player Soccer Manager* from D&H. Not the most obvious game to make it big in the Top 20, but still sticking in there nicely at No.12.

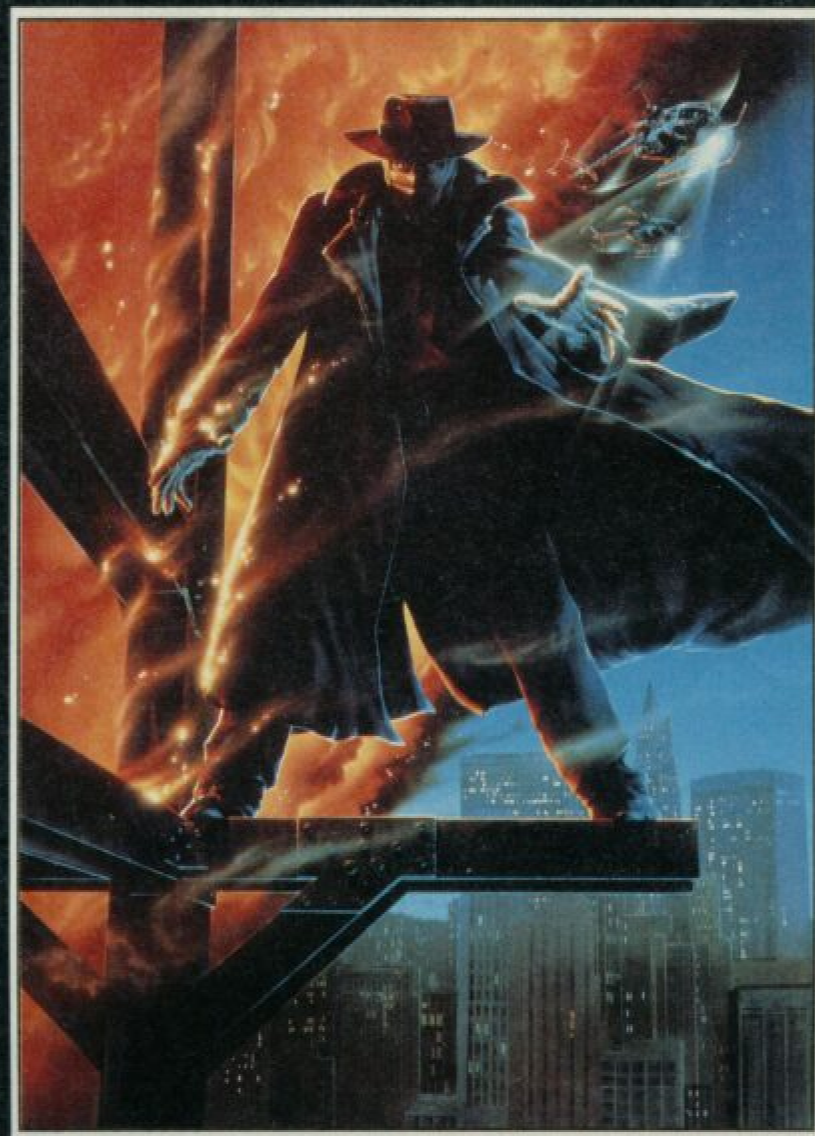
So what's new? The Darling Brothers have the same firm and not-so-gentle stranglehold on the charts as they always do. This month they've got no less than eight (count 'em! eight!) games jostling for space, and most of them in the Top Ten. (That's almost half of the chart!)

Where are Hi-Tec when you want them, eh?

(Actually, they're probably just putting the finishing touches on *The Jetsons* and *Wacky Races*. So maybe we'll see some action in the Barg charts next month. Stay tuned!)



SO HOWZ IT ALL WORK THEN?
Well, it's all jolly simple. The number in brackets is where the game stood in last month's charts (with NE for New Entry), and the percentage at the end of the line is the score that we originally gave it, followed by the issue that the review appeared in. NR means that we've never reviewed it at all (but we probably will!). And finally, the *YS* Charts are compiled for us by Gallup (so ta very much to them).



THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS

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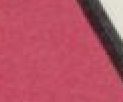
OCEAN SOFTWARE LIMITED . 6 CENTRAL STREET . MANCHESTER M2 5NS . TEL: 061 832 6633 . FAX: 061 834 0650

VIZ

THE COMPUTER GAME



Virgin
£10.99 cass



James No! Definitely not! I absolutely refuse to review something as rude as this. As if *How To Be A Complete Bastard* wasn't bad enough! I've got my reputation to think of. Nope, I'm not going to do it.

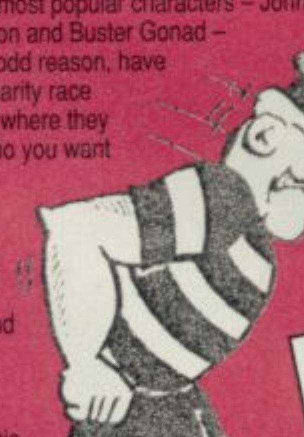
(Pause.)

Well, maybe if I close my eyes when I get to the rudest bits. Hmm. Okay. Here goes...

Popular!

Of course, if you've never heard of *Viz* before then you probably don't speak a word of English and you're not even reading this review. But here's a little explanation to help anyway – it's a 'comic' for 'adults', and it's packed and absolutely throbbing (oo-er!) with violence, a fair bit of sex and a great deal of bad language. There. And it's officially 'not funny anymore' (according to its writers). So why make it into a computer game? Well, I haven't the foggiest actually. And after seeing it I'm still none the wiser.

It stars 3 of *Viz*'s most popular characters – Johnny Fartpants, Biffa Bacon and Buster Gonad – who, for some very odd reason, have decided to hold a charity race through Fulchester (where they all live). You pick who you want to play and then, erm, try to win.



But wait! Before you trot off, you've got to knock your player into shape and store up a whole wodge of lives to prepare for the marathon ahead. This means that if you're Biffa you've got to headbutt, kick and punch flying bricks (or drink as much beer as possible), and if you're Johnny you've got to inflate party balloons (or honk yourself very, very high up into the air). Buster doesn't have quite the same catalogue of choice since he's only able to churn out loads of pastry bases, using his unfeasibly large 'you-know-whats' as a makeshift rolling pin. (Blimey!) Anyway, what it all comes down to is a pretty straightforward waggler – you're up against the clock, and the faster you go, the more lives you get. Simple.

Escort!

Gosh, it's all getting so exciting! Now it's time to line up and get ready. Roger Mellie swears you in (as it were), Roger Irrelevant (he's completely fish-tank!) wanders on for no reason at all, and then whoosh! the race is suddenly underway. Obstacles and traps litter your path of course, and the others soon start to punch, 'guff' or 'testicle' you out of the way. What a bunch of basts, eh? And, as if that weren't enough, everytime you fall over you lose a life. It's a complete nightie!

As far as the scenery goes there's a sort of field to run across, then a park, and then the funky old town of Fulchester itself.

Actually, the racing is pretty nicely handled – the characters all speed up and slow down at their own pace so the leader keeps changing. But what is a pity is that all you've got to do with the joystick is push it to the right and steer up and down. *Viz* certainly isn't the most interactive game you've ever seen, that's for sure.

But not that you don't have some fun. Making your way through Fulchester you get to meet all those characters who you've sniggered at 6 times a year in the comic – most of whom are jostling in on the action to cause even more mayhem! And of course they behave just as stupidly as you'd expect. (Or not, as the case may be. If you've no idea who anyone is then the jokes'll probably fly way above your head!)

Cortina Mk III!

So what's the verdict? Well, first off there's the bad language – it pops up at the top of the screen in the guise of Roger Mellie commentating on the action. Now this kind of stuff might work in the comic (because of



Johnny's unique way of inflating balloons. You'd better hold your nose though – it doesn't half pong when they pop!



Roger Mellie (the Man on the Telly) lines up the contestants with a few well-chosen (for their offensiveness) swearwords. Tsk tsk.

WHO ARE THESE UNPLEASANT PEOPLE?

Hardly the kind of company you'd invite to a hearty summer picnic at Glyndebourne, we should co-co! Simply choose your player, step into his Nikes and then hot-foot round the course...



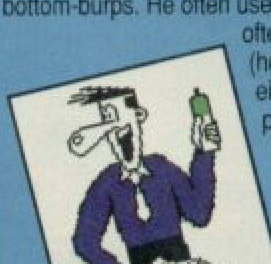
BIFFA BACON

Biffa is Fulchester's answer to Mike Tyson. He's had a hard life (his parents, known as Fatha and Mutha, keep punching his face in) and he generally takes it out on everyone else (by, erm, punching their faces in). He's not too bright and usually takes more punishment than he deals out. He's a complete head-case of course, so it's best to avoid spilling his pint. He can use a lager-frenzy to get ahead of his rivals in the race.



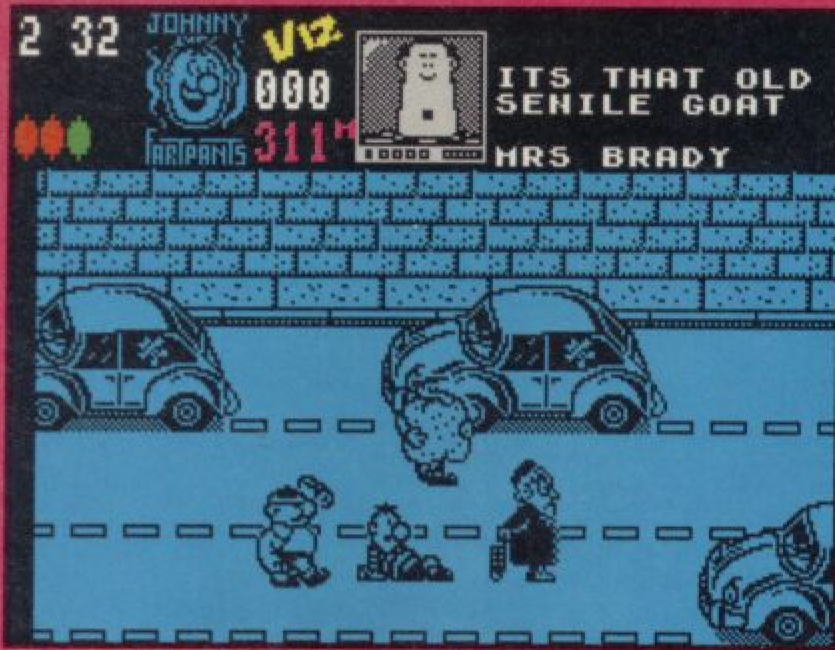
JOHNNY FARTPANTS

Johnny has a gift – he's capable of the most outrageously phenomenal bottom-burps. He often uses his quacking bot to help out his friends, but more often than not it leads him into the most enormous pile (ho) of trouble. And that smell is none too pleasant either. A mega-guff will usually propel him into first place.



BUSTER GONAD

When he was young, Buster was hit by some rays from space. Consequently his 'testes' have become unfeasibly large. It's not too much of a problem for him, as he can carry them around in a wheelbarrow. He's also landed a plum job *(Groan. Ed)* in a pastry factory, flattening the dough with his, er, appendages. He uses this ball-bounce to beat his opponents.



Mrs Brady (Old Lady) gets in the way on Fulchester High St. And what's this? Roger Mellie isn't swearing on the telly – it's a miracle!

the strength of the stories and the whole anarchic feel of it all), but here it's just been slapped in for a few cheap giggles and it looks plain stupid and dumb.

There's also the way it reminds me of Virgin's *Monty Python* from last year. The more you play it the less you laugh! (Ahem.) But no – to be fair to *Python*, at least that had oodles of playability. Here it's all a bit thin on the ground. Not that it's easy. In fact you'd be hard pressed to finish it for quite a while. It's just that it's all rather threadbare – it doesn't have that 'big, involved game' feel to it that you'd expect.



Biffa, eh? What a fine model example of the youth in Britain today. Here he's looking for a brick to headbutt.

If you're a devout *Viz* follower then you'll have some fun. The graphics are clear enough for you to recognise all the characters, a jolly tune bumbles along nicely and there are lots of nice little surprises (like the Top Tips which pop up out of the blue). But don't expect it to be as engrossing as the comic. It's all too samey and the idea of running in a race is hardly that exciting. Virgin have obviously used this approach as a means of getting as much out of their licenced characters as possible, but there must have been a better game idea to hang them on than this.



Oh no! The Parkie (that well-known user of very rude words) is after the competitors!



So there we are. The chap who didn't speak English and wasn't reading any of this in the first place didn't miss that much, and I got through a whole review without typing a single rude word. Not even a 'crap'. (Damn!)



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
70°	79°	74°

DIAGNOSIS

A lot of fun the first time you play it, but it goes downhill fast. It's not that big and it's not that good.

INSTANT APPEAL 84°

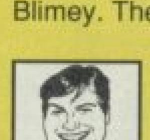
76°

JOYSTICK JUGGLERS

Time once more to tear another page off the calendar and see what those jolly *YS* japesters have been up to. And, golly gosh, have they been busy! A quick peek inside the shed showed a rather depleted gang, but one that was working as hard as ever, thinking up celebrations for American Independence Day on the 4th of July...



Andy Ide We thought we'd start with our worthy Editor, since he's always blabbing on about how he's been to America and what wonderful people the Yanks are. "It's a little-known fact, but the Americans are actually a very spiritual race. So to celebrate Independence, I thought we could get lots of teepees put up outside the shed and really get back to the spirit of the 'New World'. Of course, the 4th of July is an American public holiday so, as a friendly gesture, I've decided to proclaim it a holiday in the shed as well. We'll still all come in, but instead of making the others work I'm going to let them dance around a campfire and eat beans and drink strong, black coffee out of billy-cans. It'll be a true American celebration!" Blimey. The poor things.



James Leach James is another who's travelled far and wide, but his idea of an American holiday was a bit more, erm, laid back. "Everyone knows Americans spend most of their time sitting in front of the TV drinking 'Buds', so I'm going to rig up a screen across one side of the shed and put a really comfy sofa in front of it. (Actually, it'll have to be really big for us all to fit, especially considering Sal's current, erm, size!) I can't afford beer, so we'll have to do make do with Pepsi and we'll need lots of Kleenex too cos I'm going to get some really good soppy stuff like *The Waltons* in. American families cry a lot when they watch TV, you know. It's very therapeutic." Oh dear oh dear. What a day it's going to be!



Linda Barker Poor little Linda seemed to be the only juggler who hadn't seen America's distant shore. Still, her idea couldn't be any worse than the others. Or could it? "I'm going to organise a tea party – just like the tea party in Boston. Then after tea and brownies and maple syrup pancakes there'll be a poetry reading with all the greatest American poets, and after that we'll have an American Independence disco with lots of music from all the best American independent bands, like Bongwater and Pianosaurus. It'll be so good!" Mmm. Er... see you there, Spec-chums!

HIGH SCORES

90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!
80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!
70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.
60° – 69° A few niggles. Lacking in certain areas. Think before you buy!
50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.
40° – 49° Um, below average (believe it or not).
30° – 39° So sick it's due to be hospitalized.
20° – 29° Very poorly indeed.
10° – 19° Critical – not expected to last the night.
0° – 9° Clinically dead.

US Gold/£10.99 cass



James **Have you ever wondered what it would be like if life was lived as a computer game? If you could have three lives (with an extra one at the end of each level)? If you could go around blowing things up without feeling guilty or worried, and you never felt pain? And what if you could stick in another 20p every time you made a mistake and got wiped out? I'd be pretty good, wouldn't it? *(Not really. Reader's voice)***

And talking of blowing things up (albeit on a dodgy old colour TV screen) that's exactly what we've got here. *MERCS* is very *Op Wolf*-ish in terms of plot, but designed in a sort of 'looking down everything from above and behind' 3D thingie. You're the head of some crack-force team in Africa, bashing it out with a load of thoroughly unpleasant cannibals who (more through luck than judgement probably) have kidnapped the President of the USA. It's hardly worth rescuing him, I reckon, but your little bloke is determined to wade through all sorts of swamps, forests and jungles to get to him. There must be a lot of money in it for him, I s'pose (hence the 'mercs' of the title – it stands for, er, 'mercenary', fact fans).



Eat bazooka, Mr Helicopter! (Exploding things always make me happy.)

Shoot-bang-fire!

Your bloke starts off with a single-shot rifle and a bazooka which he rushes up-screen with, destroying everything in sight. This includes a lot of jungle foliage and countless baddies. They charge at you with their rather pitiful weapons and you simply swing your rifle around (it's an 8-directional jobbie) and waste them. If they manage to get you, it doesn't really hurt. All that happens is you lose a bit of energy (shown on a bar to the right). A bit pathetic, I'd say.

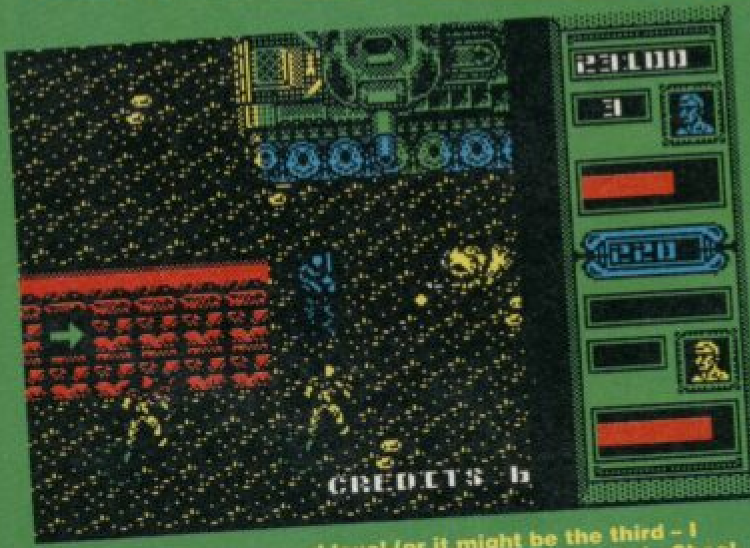
Dotted around are other weapons, such as 3-way firing guns and, er, faster 3-way firing guns (oh, and a very handy flame-thrower). All this extra firepower is seriously useful because close friends of the annoying guys (who you've been slaughtering) are still milling around, determined to diminish your chances of survival.

There are 8 levels, ranging from landing on the beach and running up and down on a ship to wiping out an entire HQ and spraying graffiti over the government buildings. But all the levels are a bit short so you tend to zip through them rather than get really involved. Each has an end-of-level machine like a tank, helicopter or armoured boat to destroy. You'll need to don your extra-nippy shoes for these because they move around a bit, spraying you with all sorts of unpleasant gunfire. So it's a probably a good idea to make a grab for the bazooka and blast the tank/plane/hovercraft thingie to kingdom come (along with any bad guys still hanging about). Three cheers and a mighty hurrah!



We're on a train now, and have to destroy, er, everything that we trundle past really.

MERCS



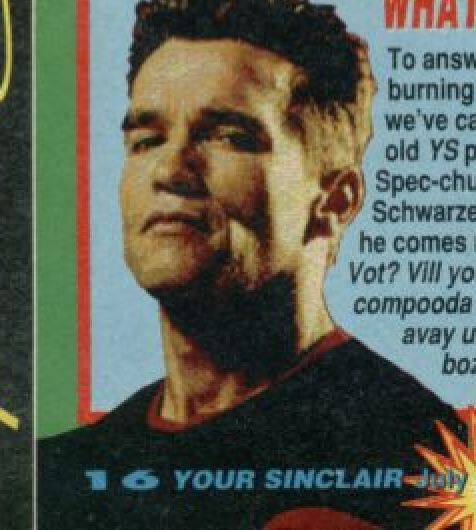
Here we're in the second level (or it might be the third – I can't remember!), fighting off a rather persistent tank. Shoo!

Slow coach

Actually, sometimes you won't have the foggiest idea which way to go. Your rock-hard Merc stays pretty much in the centre of the screen, and each level covers a large area, so it's quite possible to dash through a stinky swamp, blow up a couple of lean-to sheds and waste 200 enemy soldiers before finding out you've set off in completely the wrong direction. Drat and double drat! (That's what I tend to say, anyway.)

MERCS doesn't have the most incredible graphics you'll ever see, but it's strength is said (by US Gold, naturellement) to lie in the gameplay. Hmm. I'm not so sure. It's good fun, certainly (and even better with 2 players). Oh sure, it's fast, and it's also action-packed, so no quibbles there. But I reckon it's pretty easy and it's not often I find arcade games particularly easy. Basically I'm just concerned about how long it'll take you to complete it. Caring, aren't I?

WHAT ARE MERCENARIES ALL ABOUT THEN?



To answer this burning question we've called on our old *YS* pal and Spec-chum, Arnie Schwarzenegger. Here he comes now...

Vot? Vill your YS *compooda magazine go avay und schtop bozzering me?! Oh. You vant my eggspertize und know-how? Ja, ein Merzenery ist ein perzon who getz paid lods of money für fighting uzzer people's wars. Zum of mein best freunds are you know, like zis. Zey are all much harder zen me, mit groß big guns, und I am razzer frightened of zem. Zo, kiddievinkies, stay avay from Merzenaries. It'z var too uh, dangerous für you to get miggsed up in. (Was dat alright?)*

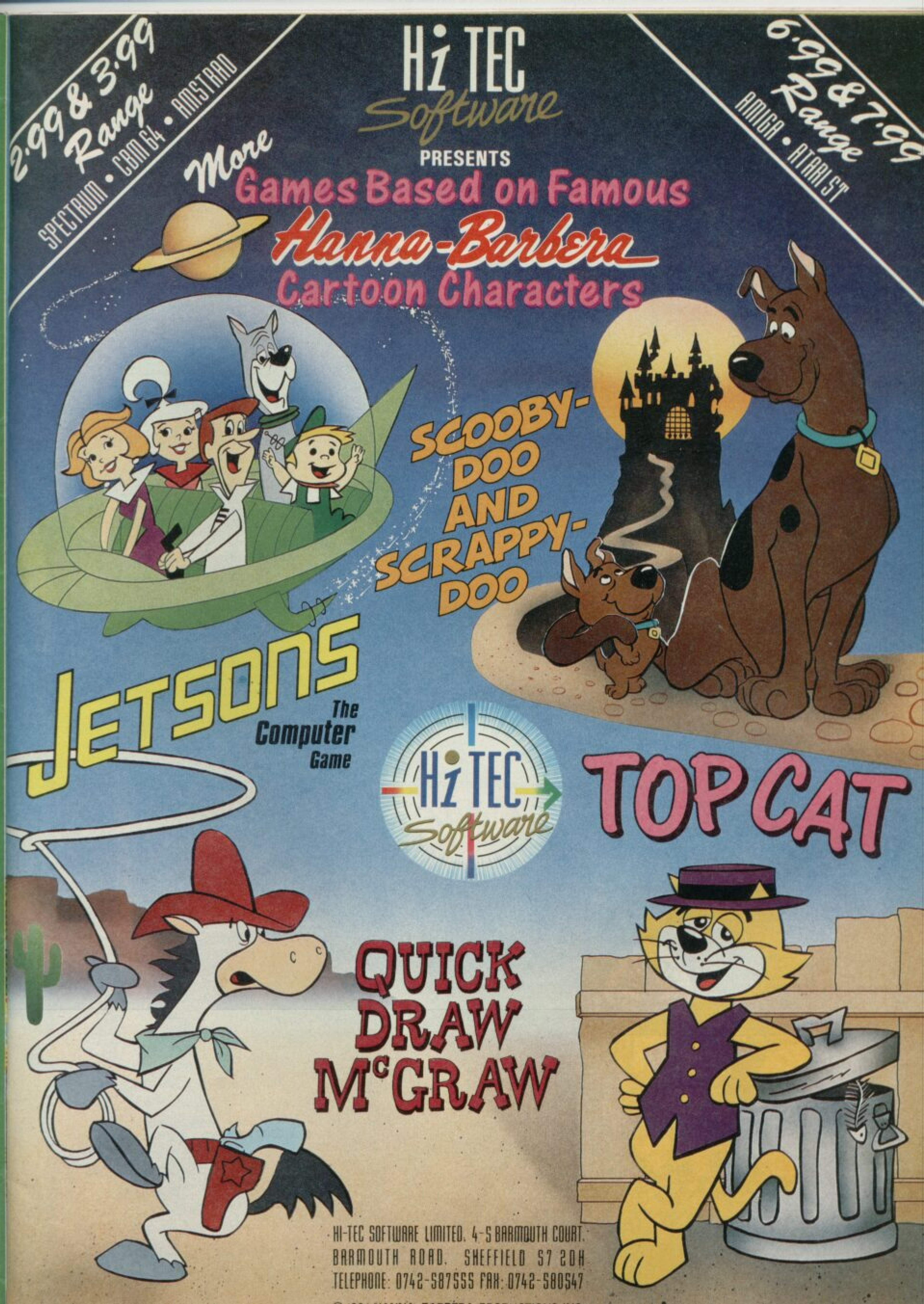
finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
63°	68°	78°	84°

DIAGNOSIS

Smart and speedy, certainly. It's just a bit too easy for the seasoned campaigner.

75°



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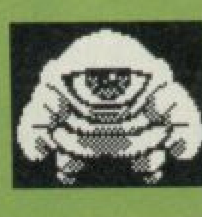
TOKI

YS MEGAPREVIEW

There's a rumble in the jungle and the joint's going bananas! Apparently it's all to do with Ocean's latest platform conversion, so we chucked LINDA BARKER into the shrubbery to find out more.

When apes suddenly stood up and turned themselves into men they didn't have the slightest idea what they were letting themselves in for. Just take a look at the mess we've made! There's homelessness, Belgium, the poodle – not to mention Chesney Hawkes!

And now look at the monkeys – they're still sitting pretty with lots of trees to swing around on (so long as we don't chop them down!), taking life easy and casually picking the fleas off each other. It's certainly not much of a contest, is it, Spec-chums?



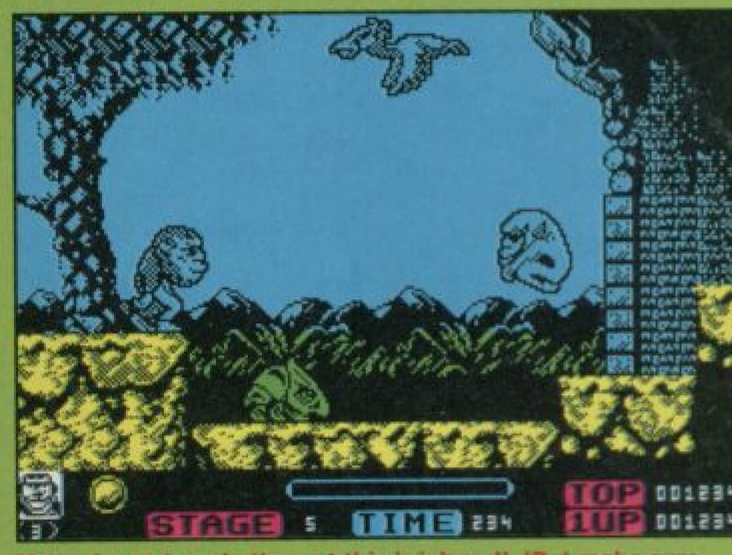


Blimey! That's the biggest Walnut Whip I've ever seen in my life!

So imagine my delight when Andy gave me *Toki* to have a pre-release peek at! I went totally ape!! (Hem hem.)

Monkey Man!

No doubt you'll have seen the ads in *YS* over the last couple of months. *Toki* wasn't an absolutely gargantuan hit in the arcades, but it was an extremely good platformer and accumulated a sizeable cult following. They've even got it in our local! (Actually, we're a bit confused who it was by – in the ad it says it was someone called Fabtek, but apparently it's not. Spook!) It's the swinging tale of a musclebound dude who, through no fault of his own, gets turned into a not-so-handsome ape by some evil wizard. And the aim of the game is to try and turn himself back (and snatch back his girlie at the same time).

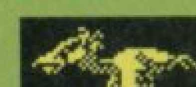


Mmm. I wonder what's past this brick wall. (But make sure you don't step on the mini brontosaurus finding out!)

Unfortunately we've only got five of the original six levels (oh, the woes of a humble 128K! And it won't even fit into 48!) but it still promises to be more chock-a-block with action than other release we've seen this year (at least that's what the programmers told me!).

Jungle VIP

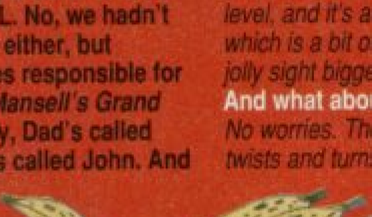
Right, so how does it play? Well, basically, you're job is to, erm, jump all over the place really – up, down, across, every which way you can! And you'll need to – not least to dodge some of the grooviest (and well 'ardest) meanies you've ever seen. (This could get hairy!)



Some of them crop up all the way through the game (and sometimes hunt in groups), and some make up the middle and end-of-level beasties (which we'll get to in a minute). There's a terribly sweet little brontosauras

MONKEYING AROUND

***Toki*'s being programmed by a father and son outfit in Swindon called DJL. No, we hadn't heard anything of them before either, but apparently they were the blokes responsible for the Speccy versions of *Nigel Mansell's Grand Prix* and *Roadblasters*. Anyway, Dad's called Dave Looker, and, er, his son's called John. And John's the bloke we had a chat to...**



Alright, mate! So who's responsible for all this then?
Well, me mostly. I'm doing all the the coding and graphics (just about!). But Dad's involved a bit too – he's helping out with the music.
And how's it been to convert?
Well, I haven't actually done that much with the Speccy yet! You see, I'm doing the Amstrad version first, and then transferring it to the Spec using exactly the same code. It won't take me long at all.
Blimey! So what about these screenshots?
Oh, I mocked those up.
(Flipping heck! What a cheat, eh, readers?!) Oh well, is it going to be lovely and big then?
Absolutely. It won't be the complete arcade game which is a bit sad. That would have been just too enormous. For a start, we've had to lop off the last level, and it's also going to have to be 128K-only, which is a bit of a shame. But it's still going to be a jolly sight bigger than most Speccy games!
And what about the gameplay?
No worries. There's plenty going on, with lots of little twists and turns to keep you interested. It's much better than the Amiga version for a start – that had some completely impossible monsters to get past. Here the difficulty level's more evenly paced.
Brilliant! So who's your fave baddie then?
Definitely the last one – the hands and the feet and heart. They're so wild.
And what's the closest you've ever been to a real ape?
When I was quite young I was taken to Windsor Safari Park and a really sweet orangutan jumped on the bonnet of the car. He made quite a mess of it – and my dad was quite angry!
I bet he was! And do you like bananas?
Only in trifles and sandwiches. Or sprinkled with hundreds and thousands. Oh and...
Thanks, John! That's all we need. And best of luck with it, mate!

SPOOKY APES!

Here are eight totally ridiculous monkey facts that you never in your wildest dreams ever expected to read in a serious periodical like *Your Sinclair*. (Probably because your dreams are totally crap.)



1. An ex-president of the United States once had a best friend who was a monkey (and probably still has). His name was Bonzo and he was very popular with the nurses. (The monkey that is, not Ronald.)

2. Some monkeys drink tea, wear tea cosies on their heads and talk in Cockney accents.

3. Evil children (like Damien in *The Omen*) make monkeys rip each other to bits.

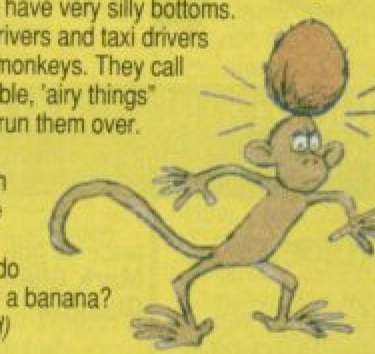
4. There are some good ones in *The Jungle Book*.

5. Some have very silly bottoms.

6. Bus drivers and taxi drivers don't like monkeys. They call them "'orrible, 'airy things" and try to run them over. *(Eh? Ed)*

7. Tarzan thought he was one.

8. And I do too. Fancy a banana? *(Nurse! Ed)*



(he's one of the first you'll spot), closely followed by a bunch of flying fish which zoom at you in formation (shoot them and you'll be rewarded with a shower of coins). Then there are some somersaulting apes, some very odd little things called claw apes (I haven't the faintest idea what they are!), and some flying pirhana fish (aargh!) that fly out of nowhere and get entangled in your hair. Also watch out for the gloopy green ghosties (a bit like that one in *Ghostbusters*) who pop up out of the blue when you're least expecting them. Oh, and grinning bats with very large teeth too. And, er, lot's more besides!



There's not a moment's peace! Sometimes the baddies gang up in groups to attack.

Zap Bam Boogie!

Anyway, no doubt you're wondering how a defenceless little monkey can be expected to cope with such a massive portion of baddies. And the answer is that you spit at them! I kid ye not! Spit balls come in two sizes (regular and extra), but if you're really lucky you can get a kind of 'multi-firepower' one and spit two balls at the same time. Whoo-ee! There's also a flamethrower you might come across which'd be quite handy, not to mention an American football helmet which kills anything that lands on it. Hurrah! (There were also a pair of Nike trainers in the coin-op which made you run faster, but the programmers haven't decided whether those are going in yet.) So – now you've got the gist of things, let's take a look at those levels...

Level 1 – The Platform Level

Jump around the forest and then leave the green light behind as you enter the dim, damp caves. It's a bit of a maze in here and before you can find your way out you'll have to do battle with a fine selection of rotters including a middle-of-level baddy with the head of a buddah and steaming fish heads coming out of his face (yikes!). Finish him off and then spit your way through to the end-of-level baddy, a big cannibal whose armpits breed somersaulting apes. It's a nightie! (And that's putting it mildly.)



Level 2 – The Underwater Level

Lots of the levels have watery bits in, but this one's got the most. Gob at lots of things and then don your goggles and trunks to go swimming amongst the corals with lots of little fish (and big ones too!). But be on your guard! The halfway hard 'un is a Neptune chappie with a spear and shield who spits the meanest little fish at you. And then at the end, a horrible bloke who's a cross between Michelin man and a cyclops turns up and starts throwing lots of big, squishy eyeballs around. What a charmer, eh?

Level 3 – The Fire Level



We haven't seen much of the jungle yet, have we? And this bit's more like hell. There are lots of pools of fire and stone pillars and wotnot everywhere. In the middle, the head of an ape hurls loads of burning spears about the place (it's so scary!), and you'll know when you're at the end because a karate-kicking baddy suddenly jumps onto the scene and starts burping deadly letters at you (which spell out 'BURP'! Spook!).

Level 4 – The Ice Level

From fire to ice in one swift leap. It's amazing. Shiver and shake as you jump over lots of moving blocks and stumble in the snow (sort of). When you start to feel a bit warmer then start worrying – you're getting close to a horribly dangerous firebird. Jump into the icy pool and it's time to say Hi! to a woolly mammoth. He'll completely ignore you and start firing his tusks (which act as sort of boomerangs and go back to him when they've tried to chop you to bits!).



Eek! There's lots of monsters all around! A killer butterfly, a spider – I half expect David Bellamy to jump out next! (Aaargh!!)





Level 5 – The Jungle Level

At last – some jungle! Hurrah! This is where Toki should be in his element. It's a biggie too, and the hardest (cos it's the last one). There's plenty of tropical flora and fauna and the usual bunch of ghosts you always find in jungles. Work your saliva glands overtime to get to the absolute mother of all end-of-level baddies, who's made up of some disembodied hands, stamping feet and a beating heart. Blimey! It's so gross!

Level 6

Erm, well, actually there isn't a Level 6 – the programmers ran out of space! Still, we should be able to see the end-of-game wiz (from the arcade version) at the end of Level 5 instead. The programmers are going to move him across and have him change into the hands and feet instead of whatever it was he was doing before. Hurrah!

And that's it! (And I was just getting into it too!) We can't wait to play the finished version – it looks totally jam-packed and full of really good characters and details. But for the time being I'll have to be content with picking fleas of James and, erm, eating plenty of bananas. Bye-ee!



Ha! You don't scare me, matey! (He's asking for a tickle, isn't he, Spec-chums?)

FAX BOX

Game	*TOKI*
Publisher	Ocean
Programmers	John Looker (with a bit of help from his dad) at DJL
Price	£11.23 (?!?) cass only
Release Date	June

YS MEGAPREVIEW

Letters

WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a YS badge!



Salutations, thou marvellous hordes. It makes me incredibly happy to once more invite you into the cosy warmth of my letters pages. Forget about that girlie across the playground who refuses to acknowledge your existence, ignore for a while those simultaneous equations – for within these pages you too can find peace and harmony. If it's advice you want, or maybe just a little reassurance, then you couldn't be in a better place. I'm always here. If there's anything I can do, just let me know. (And remember, kids, problems are always resolved more efficiently if they come sellotaped to a £10 note.) Onward...

NOTHING WHATSOEVER REVEALED

Here is the revelation – the way forward for *YS* in the '90s. Come 1992 will *YS* be able to survive as it is? Since you've silenced Matt the mag will be able to travel safely through the channel tunnel to a rapturous welcome on the other side.

But the fact is, the *YS* team have an incredible talent for writing wittily about things which have nothing to do with computers. So why not forget the computing side and concentrate on becoming Europe's funniest mag? Then you can get a skilled team in to develop an artificial intelligence system which will then be able to handle the computer mag. Hey presto – 2 mags for the price of one. Simple, eh?

Mark Glendarroch
Glasgow

Tell me something I don't know. After reading your first line I was expecting, at the very least, to learn the exact time of arrival of Sal's sprog. But all you actually tell me is that the YS *team are a witty bunch – a fact which is known throughout the Spectrum-compatible world. As for the rest of your letter, well it's pure suggestion. And about this artificial intelligence business – why bother when you're surrounded by the real thing? Nothing on earth could know more about the MiG 25 Foxbat than James. Nostradamus you are not. I rest my case.* **Ed.**

OF INTELLIGENCE AND JELLY BABIES

I was just wondering how big your offices are. I figure they must be pretty huge to accomodate your massive brains, which in turn must be large enough to contain your awesome IQs. (Except Rich Pelley's, of course.)

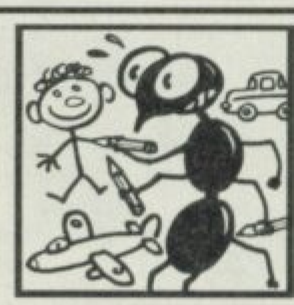
It's not that I like creeping BUT some of us have to obey orders if we want our Jelly Babies at the end of the day. Not that I have a problem with Jelly Babies. I can give them up any time I like.

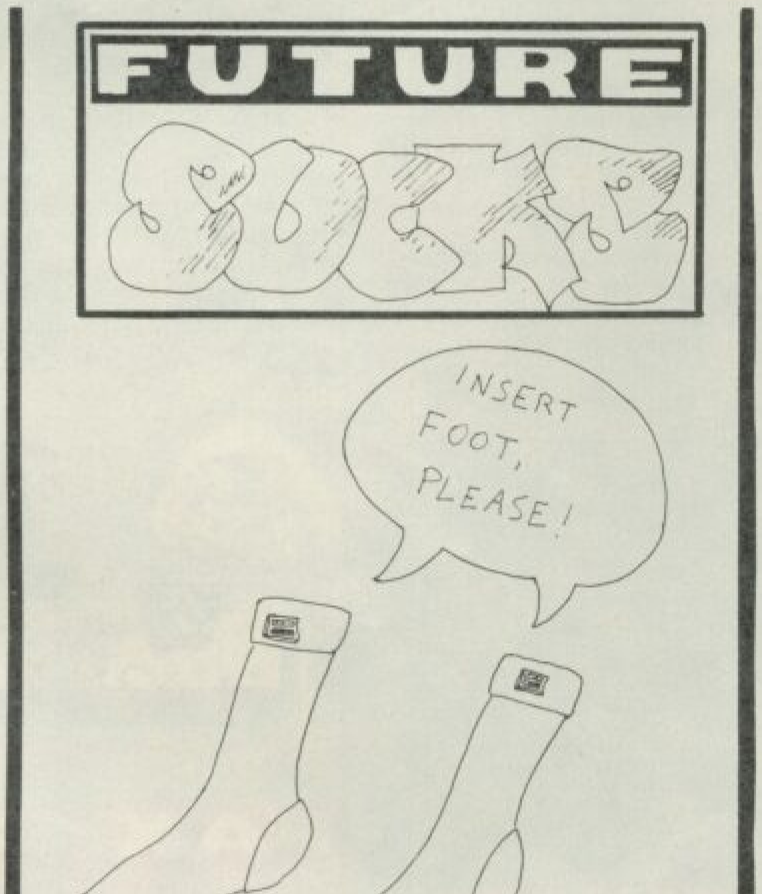
Steven Kemp
York

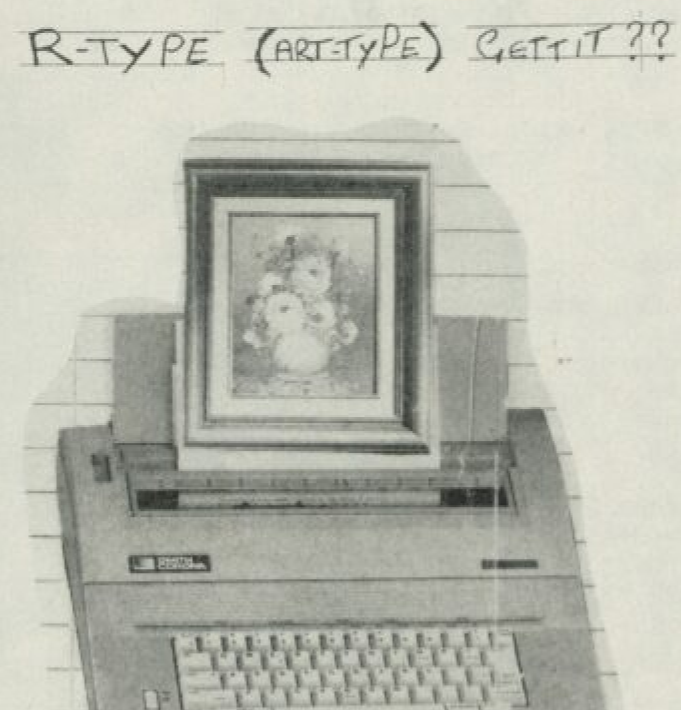
Awesome IQs, eh? Well, that's pretty much right. You're wrong about Rich Pelley though – he's not just a trendy dude, he's also

DOODLEBUGS

This month's scintillating selection shows a sort of wry, minimalist sense of humour. (Well, we thought so anyway.) And one of them isn't even a Doodlebug (as such). Spooky. The oh-so-lucky winners are Mark Greenwood of Nottingham and David Pedro Guerra of Portugal. And if you think you can do any better then get cobbling and send your creation in to the usual address.







STAR LETTER



POETRY CORNER

With the changing face of European society so ceaselessly embroidering itself into the tapestry of history, I decided to write a poem upon that very subject...

Grass, grass,
'Tis very green.
Grass, grass,
'Tis truly mean.

I hope I have enlightened some of your readers to a plight they never knew existed. My new book of poetry should be out soon. It's entitled *18th Century Cultural Problems* and features such hits as *Truly*, *The Gates Of Time Doth Hang With A Green Tinge* and *My Elephant's Fun (As He Plays With A Bun)*.

Matthew Matthias
Bangor-On-Dee, Clwyd

Definitely one for the 'Urgently Wanted' list. Maybe you could send me a complementary copy. After all, I have just given you what amounts to free advertising space (and in the Star Letter box no less). I'm not really up on the C18th, but Linda is and she wants to know if you do a Pope pastiche? Or a Sterne one? Or a Pamela one? Personally I think you should entitle one of your works Mr Boss Man Ide Has A Brain 6 Foot Wide. *I promise to review your book in these pages if you do.* **Ed.**

massively intelligent. (He has to be to work for YS.) Just out of interest, I did a quick survey round the shed – the combined intelligence of the YS team comprises 61 O-Levels, 17 A-Levels, 5 degrees (and a couple to be confirmed) and a CSE grade 3 in Woodwork. Awesome's almost too mild a word really. And all this cleverness has to fit into the cramped 5'-by-7'of the YS shed. (Offices? That'll be the day.)

By the way, I think you should do something about your Jelly Baby problem. Social workers are becoming quite worried as more and more people show signs of Jello Infantus (as it's known in the right circles). Symptoms include a high consumption of Jelly Babies combined with a strong feeling of guilt. Start worrying! **Ed.**

ADVICE FOR THE BROKEN HEARTED

Will you make this Star Letter? Thought not. Anyway, what I'm writing for is to tell you that I'm having a terrible time with girls. A couple of days ago I was going out with the sexiest woman (well, girl) ever. Then she dumped me. I need advice.

Mike Grant
Benfleet, Essex

Oh dearie, dearie me! You're not having much luck are you? Well, you've come to the right place. What I don't know about women doesn't exist, if you see what I mean. But where to start? You could send off for my seminal work, Women: A Socio-Cultural Study *(1,739 pp), which is available exclusively to YS readers from the usual address for the knockdown price of £67.99. In the meantime why don't you buy her a box of Milk Tray and a bunch of daffs – that usually does the trick.* **Ed.**

A COMPLAINT

I would like to complain about the lack of trees in computer games. Our leafy friends have been on this planet for much longer than us humans and I think they deserve some credit for putting up with us (and our dogs) for so long.

Many of the latest games could easily be adapted to feature trees. How about *Total Treecall*, *Treesure Island Dizzy*, *Grand Tree Simulator* or the new *Tree-D Construction Kit*. *(What about* Super Monaco Grand Tree? *Ed)* Software houses should branch out and produce some tree-based games.

Remember, trees have feelings too.

Tony Hassall
Longsight, Manchester

I know what you're getting at but I can't say I agree with you. I don't feel that trees are ignored completely (which is what you seem to be suggesting). Okay, so nobody's come up with a game in which the main protagonist is a tree but there are still plenty of trees around. Look at the Dizzy games – loadsatrees. Then there's stuff like Ghouls And Ghosts, Altered Beast *and* Gauntlet. *In fact, any game which features a graveyard scene or a wood is bound to have a few trees knocking about. I think that what you suggest could well come to pass if the Green consciousness grows big enough. Talking of trees (as we were) I think you're well out of yours.* **Ed.**

PROUD OWNER SEEKS FONT

Help me please! I am the proud owner of a Citroen 2CV (yes, the upside down pram, the car that accelerates from 0 to 60 in 32 seconds). Anyway, I've christened it 'Grease Lightning'. Whilst reading the latest ish of YS, it came to me *(In a flash? Ed)* that I could spray the name on the boot of the car for all to see. It'd look totally spondicious. So, I need a font for it to be written in, which is where you come in.

Malcolm Hare
Portsmouth

You certainly do need help – and not just with the font either. You can't call your car 'Grease Lightning'. Not only has it been done before (loads of times) – it's also crap. But, nay fret cos help is on the way. Yes! The YS posse have taken your plight to their collective heart and come up with the following suggestions...

James	Henrietta
Linda	✿ groove machine ✿
Little Andy	Der Totenwagen
Sal	**The Perambulator**
Me	**BIG BOY**

You've got to admit it – they're all far superior to your feeble attempt. But let us know how you get on anyway. **Ed**

A COMPUTER A DAY KEEPS MR POLICEMAN AWAY

This is a letter *(Never. Ed)* referring to your review of *SWIV*. You wagered that I, or any other Speccy owner, would have a copy

SMALL PRINT



YS could be improved by having a section on Welsh stoat farming.
Dan (The Critic) Gavrovski, Milton Keynes
Blimey! You're right. **Ed.**

Why doesn't anyone want to shoot me anymore?
Margaret Thatcher, Bury St Edmunds
Sorry, it's your son we're after now, missus. **Ed.**

You are the Daily Mail mystery man and I claim my £5.
The Mad Black Pudding of Bury
I've only got a tenner. Have you got any change? **Ed.**

Can fish drown?
Ben Morgan, Gwent, South Wales
Only if you stuff their gills with margarine and then hold them underwater for 2 minutes. **Ed.**

May your shed never fall down.
Mr Kettle, Droitwich, Worcestershire
May your perennials prosper and grow tall. **Ed.**

WONDERFUL WORLD OF SPECCY



Just the one this month. But it's a goodie.

YES SIR, NO SIR, 3 BAGS FULL SIR

I am very happy to write you this letter, Sir. How are you? I hope everything is in perfect condition.

My aim of writing you this letter is that I want you to please kindly send me your next month's YS magazine free. I will subscribe for it later as I have a great likeness for it and also I want to buy some games. So if you can help me in getting the manufacturers' addresses I will be very grateful, Sir. I will be expecting your reply with love and thanks, I hope for it safely to arrive. I mean the month of June magazine.

Anegbo Adekunbe
Lagos State, Nigeria

Good day to you, Sir. I'm glad to report that everything's in tip-top condition and perfect working order (well, all the bits I've checked are). It's jolly spiffing to hear about your likeness for our li'l ol' mag – we're all very chuffed about that. We'd be even more chuffed if you actually went out and bought a copy. But I'll let you off because you come from Nigeria. I'm very fond of Nigeria – all those antelope and giraffes on the savannah. Those Acacia and Baobab trees are a bit of alright too. So you can have a June ish of YS instead of a badge. With love and thanks. **Ed.**

of *Silkworm* lying around. I'd just like to point out that I don't own, and never have owned, *Silkworm*. So you owe me 10 Candy Cigarettes and a packet of Love Hearts.

I'll let you off if you tell my mother that computers are not a waste of money. They are, in fact, a way of keeping kids of all ages off the streets and out of trouble with the police.
Robert Hearty
Beith, Ayrshire

I thought someone would take me up on that one. I actually have a stash of Candy Cigarettes and Love Hearts in my desk drawer (the one that I keep locked). The only problem is that I keep eating them, and then I have to replace them. It's costing me a fortune! Linda and James discovered the stash recently and now keep looking at my desk very strangely and saying odd things like, "that's a smart desk you've got there, Andy," and laughing a lot. I blame it on the heat, things are obviously getting too much for the pair of them. Maybe I should get rid of them and get a decent team in. A team that wouldn't dream of coveting another man's Love Hearts, or his desk.

I was going to send you the sweets but I thought it'd be easier to write the following – computers are not a waste of money. They keep kids off the streets and so stop them from coming into contact with policemen. **Ed.**

MOONSTRUCK

I thought I'd better write in. Y'see I have this problem, well it's not a problem as such. *(Get on with it. Ed)* It's more of a craving. I used to read my little brother's copy of *YS* but I've now got my own subscription. I had to do it, as soon as the astonishingly attractive face of James Leach appeared in your mag I couldn't sleep without an issue under my pillow. I know what you're thinking; I'm just a love-sick teenage girl with an infatuation for a dashing, hunky guy like James. But I have to tell you that you're wrong. I'm level-headed, sensible and not at all teenaged. In fact, come to think of it I'm very important, influential and wealthy so I'm ordering you to have James scrubbed and sent to my tent.
Cher
Hollywood

Come off it, Cher, love! What does a sophisticated chick like you want with James? He's too gauche, he hasn't yet learnt the ways of civilised society. A woman like you needs an older man, a man who's seen the world and done lots of exciting things. I've been to America and I've bobbed over the Niagra Falls in a barrel. In fact, I think you've found your man. **Ed.**

FRAUDS!

I'm writing to complain in the strongest possible terms. I've always been a close follower of your so-called 'Letters' page and I've come to the conclusion that much (if not all) of the letters you print are in fact made up. I also suspect the Doodlebugs of being drawn by yourselves. It would certainly explain the poor quality of the submissions. The advantages are obvious – no prizes to send out and only glowing flattery for yourselves. So answer that.
Roger Taylor
Devizes

Alright, I jolly well will! I don't think you're called Roger Taylor at all. I think you're probably called Sid Sidebottom. Ha! And of course the letters are real. As for prizes, well Linda has to send out all the badges and stuff and she didn't take too kindly to your suggestion. In fact she's probably on her way to Devizes right now, and she's wearing her monkey boots. Rather you than me. **Ed.**

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

A fortnight ago Femto trod on a child's rollerskate whilst descending his staircase. His vast 26 stone bulk pirouetted 270 degrees and, as he toppled, his head connected solidly with the banister. He tumbled down a dozen stairs and his flailing legs caught the hall-table. Moments later he was lying unconscious in a pool of spilt Ribena and Twiglets. And here he is...

Tsk. Gravity, eh? I've been thinking about it a lot, and my conclusion is that it's a complete waste of time . So I've devised a formula which proves that if us scientists speeded up the rotation of the Earth (using nuclear power), we could reduce gravity to a tenth of its present strength. This would make lots of things easier and, as a bonus, each night would only last 2.5 hours! So nobody loses out! (Except people who go to nightclubs.)

Oooh, my head is still aching! There's a wicked chunk taken out of the banister, too. Anyway, onto a letter...

Dear Femto
Last Thursday in my chemistry class my friend passed me H2SO4 (concentrated sulphuric acid) instead of H20 and S. Of course, my hand dissolved right before my eyes! So I've only got one arm left and I forgot to cancel my entry for the annual Ukelele Championship next month in Skegness. It's too late to cancel now, so please could you help me as I cannot play without great difficulty.
Mike Walpole, Wolverhampton

I'm sorry, Mike, but you'll never make a successful scientist. You see, you haven't stated all the required information – ie, which arm dissolved! Now I'm a reasonable and patient man – usually. But if you expect me to travel all the way to Skegness without knowing if I've got to do the chords (which would be the case if it's your left hand that's missing) or the plucking (if it's the right), then you've got another thing coming.

Anyway, there are many scientists worse off than you! You don't hear them complaining about ukeleles, do you? Stop whingeing, man! Or I'll give you something to complain about. (Like some H2S04 for the other hand.) Now get out of my sight! Aaah, the headache is coming back! Nurse! Nuuurrse!

TRAINSPOTTERS



BOUNCING BABIES

I claim my Trainspotter Award for noticing 3 mistakes in May's magazine. They are...
1) There was only one staple in the magazine.
2) On page 77, the picture of the dragon is printed over the words of the review of *The Reaper*.
3) In the Baby Spook Fact Corner, you said the heaviest baby was an Italian one weighing 22lb 8oz. But the world's heaviest baby was in fact 23lb 12oz.
Liam Clark
Wishaw, Lanarkshire

I'm not the slightest bit interested in your first 2 points. (1 – we're trying to cut our costs. 2 – it was the printer's fault.) But I am going to take issue with you on number 3. I know all about large babies. Fact numero uno – to qualify as a big baby you have to weigh over 10lbs. Only rather large women tend to have kids this size. The baby you're talking about was born to a Canadian giantess in 1879. It died 11 hours later. Now the baby we commented on was born in 1955, and he's still bouncing about somewhere in Italy. I think we're right. **Ed.**

ISLE OF MAN? WOSSAT?

Okay, you've had your fun. Now listen to me! In ish 61, John Teare wrote to you to point out that you had missed off the Isle Of Man on the YS map of Britain. You responded by claiming that the aforementioned island did not exist.

In ish 65, you contradicted yourself. In the *Skull And Crossbones* Megapreview you say, "He used to strap me up in a life-jacket, tie me to the cockpit railing, then sail us off round the Isle Of Man."

Amnesia? Methinks not. Give us a Trainspotter.
Paul Curnow
Camborne, Cornwall

You're clearly not paying attention. If you think back, you'll remember I said that my dad was an accountant, and, at this particular point in his career, he was working as an employee for the Department of Income Tax. Now as we all know the only place the Isle Of Man actually exists is on Income Tax evasion forms as a 'front' for big fat rich people. This obviously suggests that he'd picked up the name and adopted the idea of 'visiting it' as a roundabout way of saying "Let's all trot off for a sail". Don't ask me why. I certainly never did. (I was far too busy sticking my head down a bucket. Which means I wouldn't have seen the blessed place even if it had existed.) **Ed.**

LASER BEFUDDLEMENT

I am claiming a Trainspotter Award. In ish 64 in the instructions for *Atomic Robokid* you showed...
1) A picture of a 3-way laser and claimed it was an energy laser.
2) A picture of a 5-way laser and said it was a 3-way laser.
3) A picture of the energy laser and said it was a 5-way laser.
Ryan Henderson
Shepperton, Middlesex

It was James wot did it! Honest! I mean I don't know anything about lasers so I would have immediately passed them onto James to check. He's the laser king. (Except he obviously isn't.) All future complaints about lasers, guns and any other war-like machinery are to be sent to James. I am a peace-loving guy and I don't want to be freaked out. **Ed.**



HINTS'N'TIPS
YS TIPSHOP

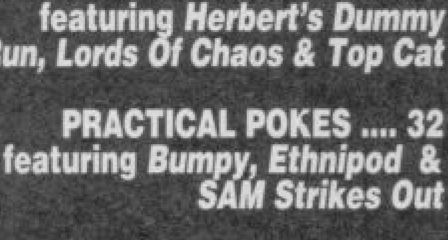


Hey, hey, my lovelies, how goes it? With the sun shining high in the sky, life in the shed is rather, erm, mobile at the moment. Every weekend the *YS* posse blow up their beachballs and tow the shed to such idyllic locales as Weston-Super-Mare. Hey presto – a ready-made beach hut! And with all mod-cons too! (Well, we've got the Speccy and a coffee percolator.)

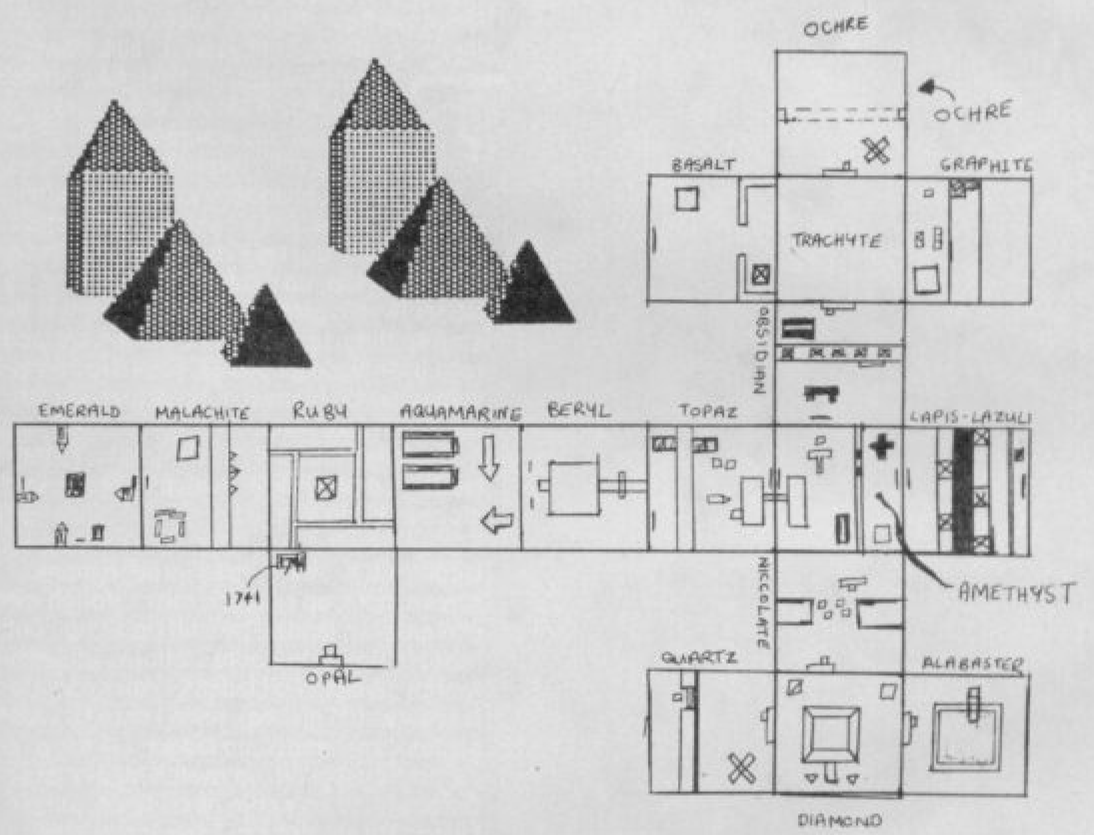
I take all your letters with me (honest) and spend the sun-drenched hours stretched out on golden sands (well, bits of rock actually!) reading them. Then if my eyes get tired I can go for a quick wander to the pier, get some candyfloss and donuts and come back refreshed. And just in time to put the finishing touches to my sandcastle before the tide comes in and it's time to get towed home. Pure bliss! (And a bursting Tipshop too!)

So, let's get down to business, shall we? Follow me...

Hey-ho! Once more we bring you LINDA BARKER and her amazingly beautiful technicolour (and black and white) Tipshop!



DRILLER



***Driller*'s recently been re-released on budget so this map and tips from Martin Timperley might well come in handy...**

✧ **Lapis Lazuli (East of Amethyst)**
Blast the pyramids to allow access to travel eastwards. At the low wall raise the height of the craft so that you can look eastwards and activate the switch on the far side.

✧ **Obsidian (North of Amethyst)**
To cross the ravine shoot or knock over the slab to form some sort of bridge (and increase your score!). You'll come across a shed – use the rear entrance. It's safer.

✧ **Topaz (West of Amethyst)**
The laser beacon here is more of an annoyance than anything else. Shoot it and it'll turn through 90°.

✧ **Emerald (East of Lapis Lazuli)**
Walk closely by the walls to avoid being shot by the laser beacons which are dotted all over the place. If you come across a beacon it's likely to be the West beacon which is inactive and completely useless. Sorry.

And here are one or two other tips he threw in for good measure...

✧ Activating teleporters will enable speedier travel around Mitral. To do this go west to Topaz, drive onto lift and then activate the 'lift upwards' switch by firing at it. Go into the suspended complex, locate the hidden tunnel and proceed through the linker to complex K1. Once you've arrived in K1 destroy all 4 blocks and the teleporters will materialise.

* The jet is in the Aquamarine sector in one of the hangars. To get to Aquamarine go west to Topaz and jump over the wall and travel west into Beryl. Sever the power lines to disable the downward pointing laser beacon (a vicious one!). Then set all the symbols which appear to squares – this is done inside the building. This then reveals a doorway leading west and on into Aquamarine. Phew!

'Ere, Martin! D'you fancy a badge?

LONE WOLF

Some of you may have read Jon's rather stonking review of this a couple of issues back. "What an ideal candidate for a Tip Of The Month," we thought, and swiftly persuaded Leigh Loveday to come up with a complete solution and map for us. And here it is. Over to you, Leigh...

LE COMPLETE SOLUTION

Up ladder, r, jump blades, up ladder, wait for Krow to pass, kill Krow, jump l over gap, up ladder all the way (watch out for flashing globes), r, up ladder, kill 1st demon, up r ladder, r, roll through monk screen, r, up ladder, wait for lift, jump onto lift, up all the way, jump l onto next lift, up, jump r onto platform, up ladder (watch globes), kill 2nd demon, up r ladder, r, kill Krows, up ladder, wait for Krow to pass, up ladder, kill Krow, jump r onto lift, jump l over blades onto platform, kill Krow, up ladder, kill 3rd demon. Tower completed.

Down ladder, kill Krow, fall l off platform, kill Krow, fall r off platform, kill Krow, fall r off platform, kill Krows, l, fall l, down ladder (watch globes), take lift down, fall l, down ladder, l, roll back through monk screen, fall l, up l ladder, roll l through monk screen, kill Krows, up ladder (wait for Krow to pass), kill Krow, jump l onto lift, up, jump r onto next lift, up, kill Krow, jump l, up ladder, kill 4th demon, up r ladder, r, kill Krows, up ladder (watch globes), wait for Gargoyle to stop spitting, up, roll r past blades, up ladder, roll l past blades, up ladder, kill Krows, up ladder (watch blades), r, up ladder, kill 5th demon. Tower completed.



Down ladders, kill Krows, l, fall r, r, down ladder, l, down ladder (watch Gargoyle and globes), kill Krows, l, fall l, down ladder, kill Krow, take lift down, fall r, kill Krow, down ladder, kill Krows, r, roll r through monk screen, fall r, up r ladder, roll r through monk screen, r, up ladder, take lift up, jump l onto next lift, up, jump r onto platform, up ladder (watch globes), up l ladder, l, kill Krow, up ladder (watch globes), jump l onto lift (watch blades), up, jump, r, up ladder, kill Krow, jump r onto diagonal lift, up (watch blades and Gargoyle), jump r onto next lift, up, jump r, up ladder, kill 6th demon. Tower competed.

Down ladder, jump l onto lift, down, fall l all the way to the bottom, kill Krow, r, fall r, down ladder (watch globes), l, take lift down, fall l, down ladder, l, roll back through monk screen, fall l, up l ladder, l , roll l through monk screen, kill Krows, up ladder (wait for Krow to pass), kill Krow, jump l onto lift, up, jump r onto next lift, up, kill Krow, jump l, up ladder, up l ladder, l, kill Krow, up ladder (watch globes), jump l onto lift, up, kill Krows, jump r, up ladder, jump l onto diagonal lift, up, jump r onto next diagonal lift, up, jump r onto next diagonal lift, kill Krow, up, jump r, up ladder (wait for Krow to pass), up (watch globes), kill Krow, r, up ladder, beat up the 7th and last demon (use any Disciplines you've got left) and – tan-taraaahhh – the r wall opens up.

Walk through and Lonie automatically goes to pick up the Lorestone. Then you get a jolly little (very little) ditty and it's "Game Over, Press Fire To Continue" (worran anticlimax!). But then, when you try to enter your name in the (ahem) "Kai Score Table" (yeesh), the spirit of Gorazh



gets its vengeance! (At least, I assume that's what it was cos the blimming thing crashed on me.)



THE DISCIPLINES

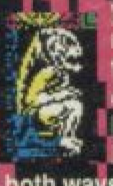
Psi-Surge Batters away your opponent's endurance, but doesn't last long, and you're usually attacked when you do it.
Mindshield Defence against enemy's Psi-Surge. Not vital, but can save you a good bit of energy. Use it when the demon starts putting his hands to his head.
Animal Kinship Calls up the image of a wolf which paralyses the enemy for a bit.
Invisibility Makes you flickery and insubstantial. Demons can't see you (but they still hack away anyway) and Krows don't hit you off ladders so much. Good.
Sixth Sense A dinky little sequence which shows you which route to take after you've killed a demon. Would be useful if I hadn't already mapped the thing out for you!
Healing Essential. Gives you lives when you use it with a demon present (tricky).
Divinity Makes a demon reappear if he turns invisible. Hardly vital – just hack until he decides to reappear again (not long).

GENERAL TIPS

– Try to keep to the middle of lifts to avoid falling spikeballs. (Move to one side if blades get in the way.)
– The statues are harmless (I think).
– Punching is fastest in combat.
– You have to jump onto lifts from platforms – you can't walk onto them.
– It's faster to fall down ladders (press Fire) than climb.
– Punch the Krows – it's much easier.

THE MONSTERS

Gargoyles Sit on their ledges and gob fireballs at you. They leer before they spit, but you can't kill them.
Doorknockers Faces in doors that spit at you, but this time they spit left and right. You can't duck under the fireballs, so get out of range. You can't kill these either.



Monks Big white dudes who stand in the middle of the room and gob both ways. You can't slaughter them in cold blood so it's best to roll through the room.
Krows Harbingers of death and evil. They come in ones and twos and follow a series of flight patterns. Splat 'em.
Demons The biggies. Flickery versions of yourself, and mean too. Just go mad and hack all over the place, and use the top/middle block when the going gets hard. (Or run away.) Use Weaponskill on the lesser ones (about 1-4) and Kinship on the higher ones.

THE TRAPS

Whirling Blades They usually spin at irregular intervals and cut chunks off your endurance. Roll past them when they stop.
Spark Globes At either side of the ladders, they flash and let rip with energy bolts.
Spikeballs Rotating white spheres that hang in mid-air and drop on you as you pass below. Either roll under them or trigger them and quickly move back.

And you can't put it plainer than that. Thanks, Leigh!




END
START
7
5
6
3
4
2
1
THIS SCREEN IS BLOCKED UNTIL YOU KILL DEMON No 6
THIS SCREEN IS BLOCKED UNTIL YOU KILL DEMON No 5
THIS SCREEN IS BLOCKED UNTIL YOU KILL DEMON No 3
THE KEY
GARGOYLE (NUMBER SHOWS NUMBER OF SHOTS AT A TIME)
MONK
FENCE
DOOR WITH DOORKNOCKER (NUMBER SHOWS SHOTS AT A TIME)
DEMON (NUMBERED IN ORDER YOU HAVE TO KILL THEM)
KROW (ARROW SHOWS FIRST POINT OF ENTRY)
WHIRLING BLADES
SPARK GLOBES
SPIKE BALL
COG
WINDOW
CANDLE
TORCH
LIFT
DIAGONAL LIFT
LADDER
STONE PLATFORM/FLOOR
STONE WALL
WOODEN PLATFORM
WOODEN BEAM
STATUE
BONES
LORESTONE

DR. BERKMANN'S



CLINIC

Got a gamesnag? See a specialist!

Cor! Millions of letters! (Until you take out these 2 answering João Viegas da Silva's *Fantasy World Dizzy* snag from a couple of months back, and these 2, and these 3, and these 45,932. Sorry, guys, we desnagged that one last month!) Meanwhile, back at the ranch...

TOP CAT



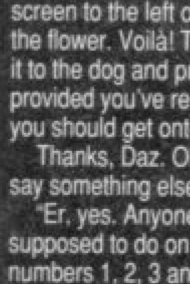
Nick Jenkin was badly holed up here, with Officer Dibble and a team of crack marksmen breathing down his neck. (Well, his mother anyway, telling him that dinner was ready.) "How do you get the bone for the dog?" he begged, hiding in a dustbin. "Do you have to get the people in a certain order?" Step forward **Daz Ellis**, who's no doubt still smarting that no-one solved his *Yogi's Great Escape* prob back in issue 60, eh, Daz?

"Too right, Dr B, but I'm a forgiving soul. Nope, you don't need to collect the gang in a certain order – any order will do. And to get the bone, you have to find a key (weird). Take the key back to the start and a few screens up is a gate. Open the gate with the key and get the shovel. Got everything so far? (Think so. Dr B) Good. Then take the shovel to one of your friends in the gang (the angry-looking, crap small one), go to the screen to the left of him and dig up the flower. Voilà! The bone! Now take it to the dog and put it in his bowl, and provided you've rescued all your gang you should get onto Level 2!"

Thanks, Daz. Oh, did you want to say something else?

"Er, yes. Anyone know what you're supposed to do on Level 2? I can get numbers 1, 2, 3 and 4 but then I'm stuck. Haylp!"

Aha. I can help you there, Daz, or rather, quick-off-the-mark Clinician



Jeff Palfreman can. Put them in the order 3421 and the gate beside Dibble will open. Yowsah! Badges are on the way to you both.

HERBERT'S DUMMY RUN

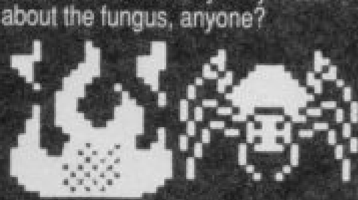
Generations of Spec-chums have been rendered terminally hatstand by this fascinating and v tricky arcade adventure, and Colin Watson was no exception. How could he get the rubber duck? Only one man could conceivably answer this most devilish and complex of conundra, that great philosopher **Richard Swann**. Dicky?

"Right, first go to the rope room and start climbing the rope, then hold down the letters C, H, E, A and T to get infinite lives. (Are you sure that'll be enough? Dr B) Now get the honey pot from the room right of the sports department and the box key from the room with all the vacuum cleaners and go back to the start room. Jump on the Jack-in-the-box and you'll be sprung to the top of the screen. Now get the teddy to the right of you. Swop the box key for the rope, which is in the entrance in the first floor and go to the room with all the daleks in. Now keep shooting the daleks until the teddy reaches the far right of the screen and disappears. Now walk right and jump at the rope in the next room and it should extend to the bottom of the screen. Now go to the swimming pool on the first floor, and you'll find that the duck is within your reach so you can get it. As for what it does, use the cork and the pop-gun to get past the soldiers in the castle to get a flag, and use this flag with the rubber duck to get the pebbles in the room with the sandcastle."

Yo ho, Richard. Here are 418 more badges for your collection.

LORDS OF CHAOS

Oh, and here's another one, as **Swann R** is the only cove to come to Kieran McGettrick's aid. What happened, asked Kieran, when you ate an apple or a mushroom? Indigestion perhaps, Richard? "I don't know about the mushroom, but try dropping an apple into an empty cauldron. Now cast the healing spell, and amazingly enough, your energy will increase!" Sneaky. Any ideas about the fungus, anyone?



HAYLP!

Come on, Clinicians – these noble souls need your haylp!

Ben Croucher: "How do you collect the beads in Level 1 of *Myth*? And how do you get onto Level 2 of *Vindicator*?"

Kevin Darby: "Anyone know a good cheat for infinite energy or skipping a level in *Robocop 2*?"

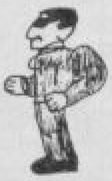
Paul Kelly: "How do you get past the alligator on the third level of *Ninja Remix*?"

Peter Barnes: "In *TMHT* how do you jump over the last space between the buildings on Level 3?"

Send your answers, gamesnags or mouldy jam sandwiches to Dr B's Clinic, *YS*, 30 Monmouth Street, Bath BA1 2BW, and you could win a luxury *YS* badgette! Hi ho, Silver.

TOTA

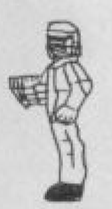
Time for a bit of a *Total Recall* binge now. You may recall that we had a map and solution for Level 1 a couple of issues back. Well, this month we've got the rest. And, to start us off, here's Paul Sparks' illustrated guide to the bad boys...



Unarmed Men
These men punch whenever you go near them. Simply shoot or punch them twice.



Men With Guns
These shoot at you a few seconds after you appear on the screen. Just shoot or punch them 3 times in quick succession.



Robot Guards
These shoot at you as soon as they appear. So the trick is to notice one before he notices you and then leg it whilst shooting like mad til he falls.

Floating Guns
These will try and shoot at you as soon as you see them. To get rid of them duck and shoot til they explode.



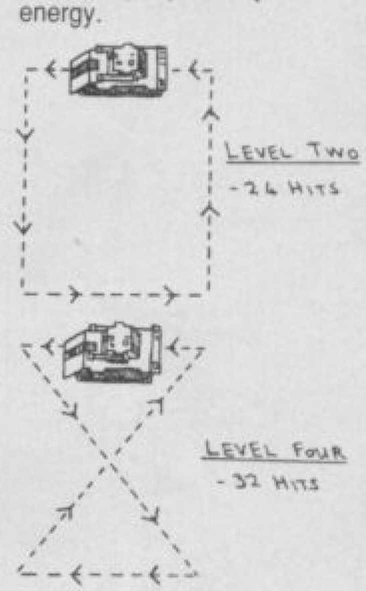
Arnie (you) Save your bullets for the armed baddies and use punches on the guys without guns. Oh, and be careful where you're jumping.

Personally I always look before I leap. Now, guys and gals, as you're all probably aware *Total Recall* has 3 'proper' levels (Levels 1, 3 and 5) and, erm, 2 others. And Gordon Todd's got the whole caboodle well sorted out. So let's start with the other bits...

LEVELS 2 AND 4 The Drivey, Blast-'Em-Up Bits

* Your energy's dropping all the time, but shooting other vehicles should restore it a little.

* Collect the little cannisters of fuel marked 'E' and you completely replenish your energy.



* The tanks at the end of the levels follow set patterns of movement. So drive in front of them whilst keeping to one side to avoid the guns and follow the tank round shooting at it all the time.

SIM CITY

***Sim City*'s a bit of a fave rave in this corner of the shed so when I got this note from Jason Payne I just had to include it.**

I was playing my best game, *Sim City*, but one of my cities wouldn't load. So I took another city and used that to help me load in my faulty city... and found that I had about 2 dwillion quid!! How? Well, I'll tell you how... **(Go on then!)**

✗ First make a city with loads of money and save it.

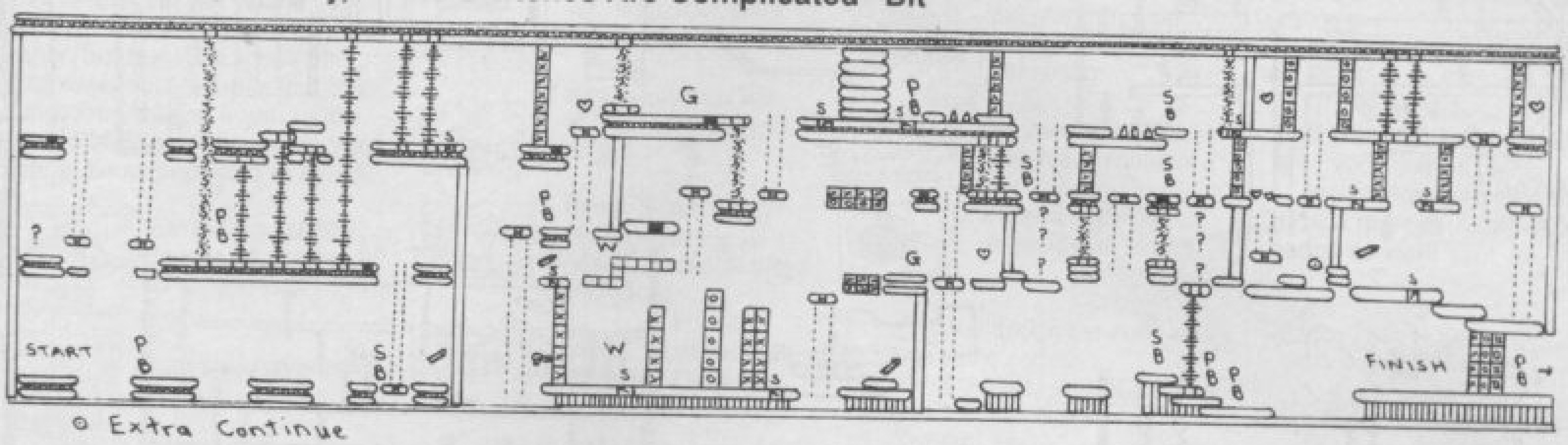
✗ Get your blank tape ready, load in the header as normal from your rich city. Stop the tape after the header and...

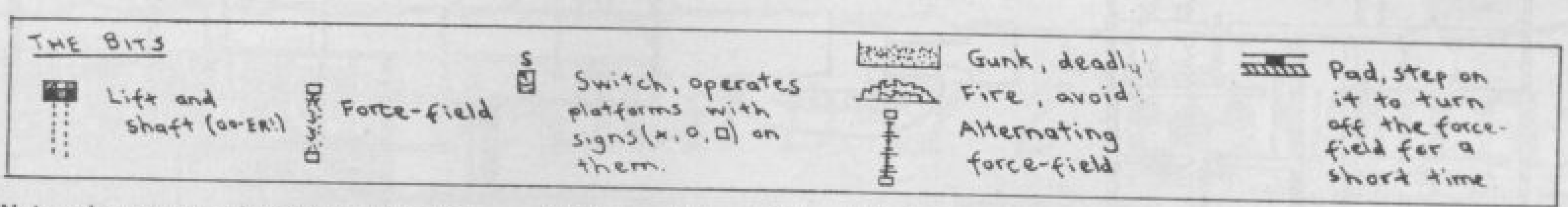
✗ Load in the blank city from just after the header. Bobs-yer-uncle and you're loaded.

Actually, my uncle's called Johnny and he used to be a bit of a pop star. But you weren't to know that so you can have a badge anyway.

L RECALL

LEVEL 3 The "Blimey, These Switches Are Complicated" Bit





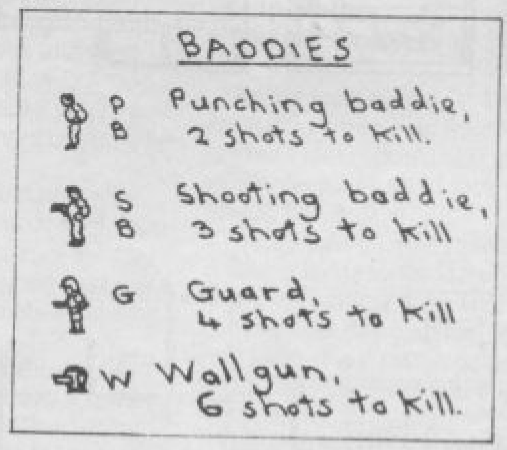
Note: whenever you have to go up (U) or down (D) use the lifts.

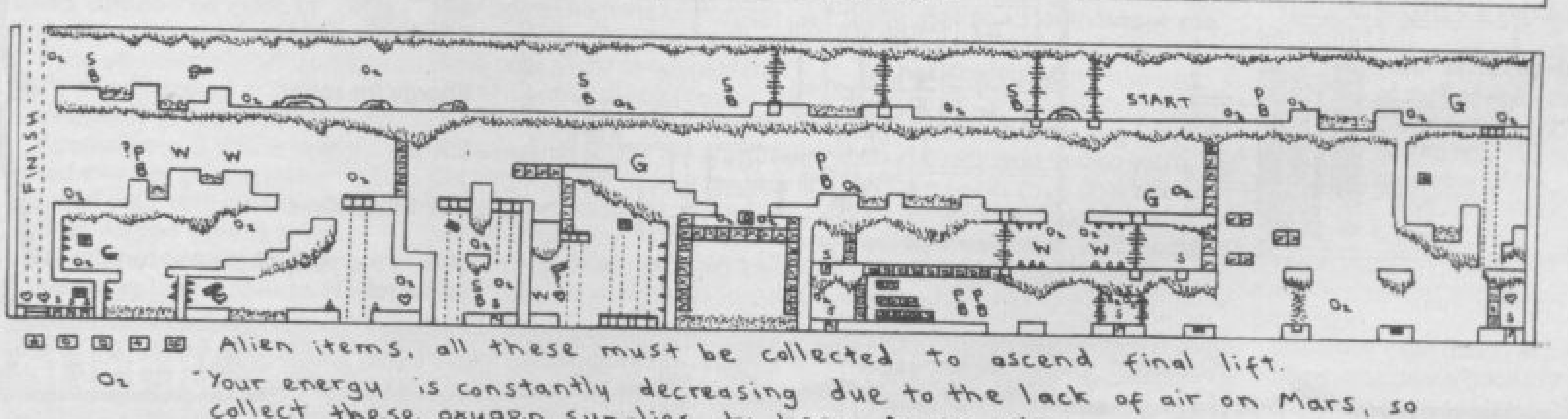
R, shoot baddies and collect ammo. U, stand on pad, L and shoot baddie. U, jump L, collect icon, U and stand on pad. R, flick switch, jump R, collect icon, D to shoot baddie. D, collect gun, U, stand on pad, R to shoot guard. Jump gap, flick switch, L and D. Shoot wallgun, flick switch and jump onto lift. D to collect ammo. U, jump R and shoot guard. Collect icon, U, L and U again. Flick switch and D. R, stand on pad, R and shoot baddie. U and shoot baddie, then R, D and shoot baddie.



Stand on pad, U and flick switch. D, R, drop R, collect icons and U. R, flick switch, then U, R and D to collect ammo. Flick the switch, U and then flick another switch. Then L, U, L and shoot baddie. Flick switch, R, D, R, flick switch and D. Flick switch, U, L and D. Flick switch, L to pad, U, flick switch and then D. Stand on pad, U, L, D, L and jump. U, flick switch, stand on pad and D. L to collect icon, D to shoot wallgun. L to flick switch, R, U, stand on pad, R and U. Stand on pad (again), L and drop D twice. Flick the switch, U, stand on pad, R and then D. Jump R, D, R, shoot the baddies and R to the end of level.



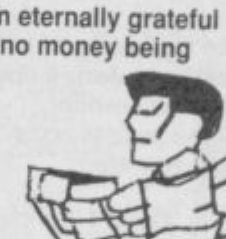




LEVEL 5 The 'Run Around A Spooky Cavern, Collect Some Alien Items And Save Mars' Bit

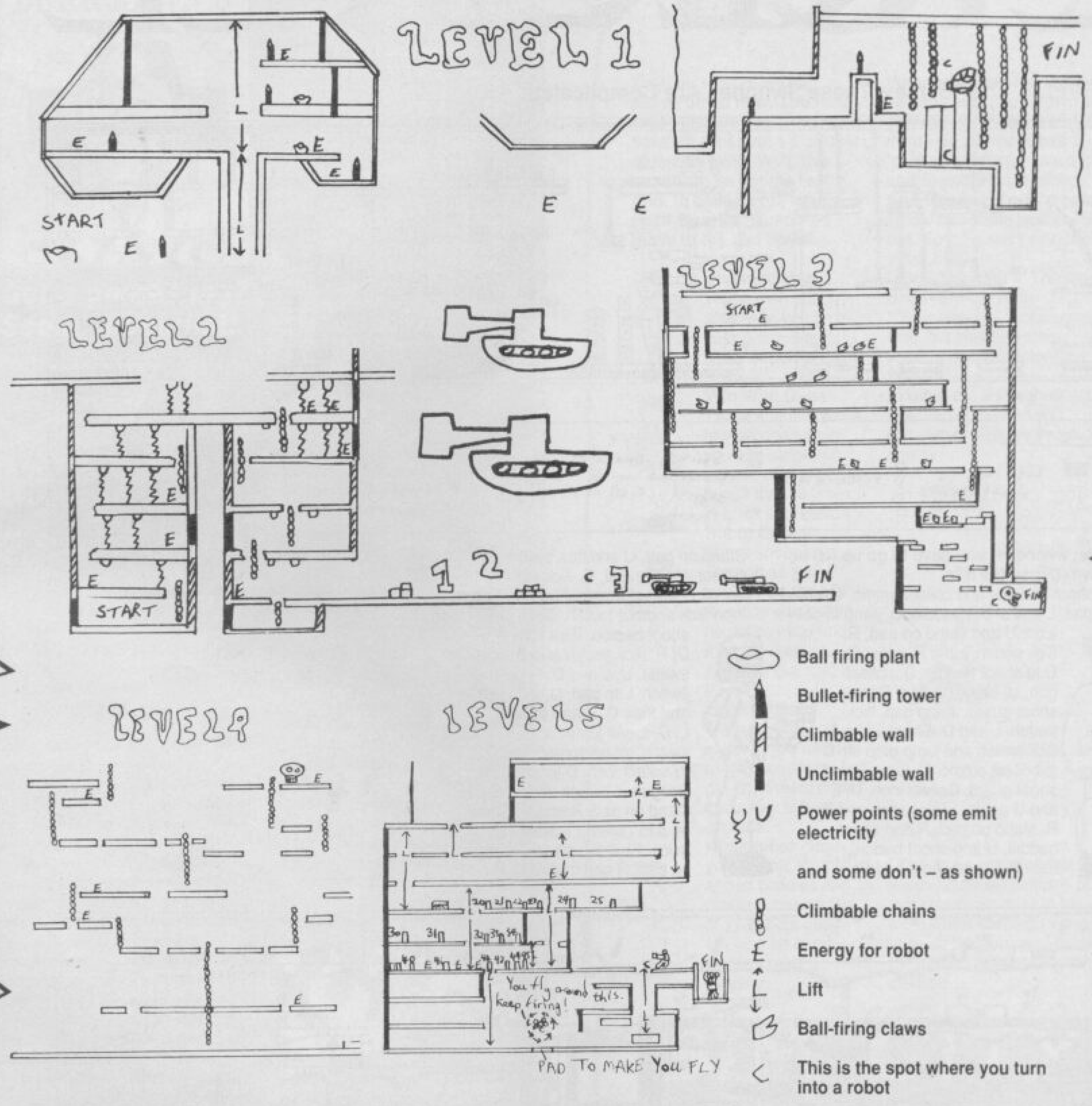
Kill baddie, R to kill guard. D and collect item. U, L and shoot baddies. Collect gun, shoot baddie, drop D, shoot baddie and wallguns. R, drop D, L, shoot guard and collect item. R, D, L and collect ammo. R, U, R, D in second lift and jump across to unblock lift. U and D in lift on the left, shoot baddie, flick switch and U. R, drop D, shoot wallgun and U in the lift on the right. Collect item, jump D collecting icons, U and L. Jump U to the right to shoot guard. R, jump gap, shoot baddie, R and shoot guard. Drop D to shoot wallguns, R and flick switch. L, jump D, L and flick wall switch. R to shoot baddies and carry on R to the end. Flick switch and go back L, jump U to platforms, flick switch and R. Jump U to platforms, L, collect item, L til the end and drop D. Collect last item and it's U to finish. Phew, eh?

Too right phew! I am eternally grateful and seeing as there's no money being given away anymore, I'll see if I can do a bit of wheelin' and dealin' and sort out a game, or something.



STRIDER II

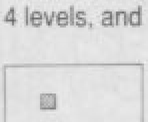
Stride proudly **Simon Thick**! And take a badge on your way out cos that's a lovely map you've got there!



THE LIGHT CORRIDOR

Are you ready for a journey into light? Take my hand and let's follow Matthew Jones down the spooksome corridor.

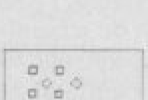
End-of-level puzzles occur every 4 levels, and they are...



Level 4 Simply hit the shade square with the ball to progress.



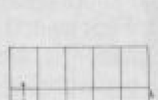
Levels 8 and 32 Hit all the rectangles (they turn black when hit) and the wall disappears.



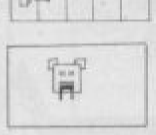
Levels 12 and 36 The 'monster' rushes around the screen. Hit him 15 times to progress – he flashes after 13 hits.



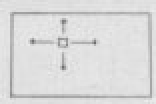
Levels 16 and 40 The squares move between the 2 shown patterns. Hit all 4 to move to the next level.



Levels 20 and 44 Hit all 10 rectangles and the moving monster to progress.



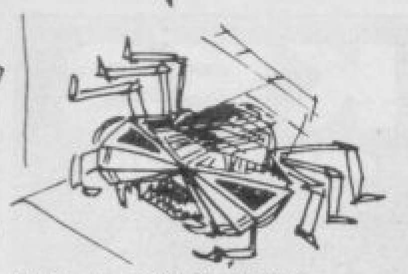
Levels 24 and 48 This thing moves around when you hit it. It takes 15 hits to destroy (and flashes after 13 hits).



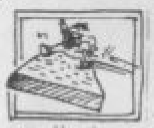
Level 28 This square darts around the screen and only needs to be hit once.

Who'd have thought that one day we'd be hurtling through passageways at the speed of light, eh? Not my grandmother, I can tell you.

CHIPS CHALLENGE



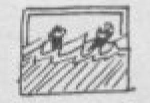
Chips are quite simply the greatest thing ever (along with a few other things) but you don't often find them in computer games (at least not on the screen). There's none in this one either, but there are loads of 'orrible monsters and a few other dangerous things. If you follow Jamie McConnell's guide you should know just what to avoid..



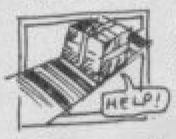
Ice Slippery stuff! Beware, it usually sends you skidding into traps!



Fire Hot! Get a fire shield.



Water Wet! Get a water shield.



Conveyor belts Can sometimes be helpful, but this is quite unlikely.



Thieves Nick your valuables, but don't harm you.



Bugs Follow walls and are very easy to dodge.



False Teeth Nasty! Home in on you and bite off whatever they can get at.



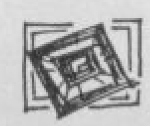
Jacks Move around randomly. Quite fast and hard to avoid.



Blobs Slow moving. Present no challenge at all.



Balls Follow a set path. Very predictable and so easy to avoid.



Spinners The most common. Change direction when they hit something.



Spaceships Behave very like Spinners.



Bombs Can be diffused with blocks.

To help you through the early levels, here are some codes.
1 BDHP ● 2 JXMJ ● 3 ECBQ ● 4 YMCJ ● 5 TQKB ● 6 WNLP ● 7 FXQO ● 8 NHAG ● 9 KCRE ● 10 VUWS ● 11 CNPE ● 12 WVHI ● 13 OCKS ● 14 BTDY ● 15 COZQ ● 16 SKKK ● 17 AJMQ ● 18 HMJL ● 19 MRHR ● 20 KGFP ● 21 VGRW ● 22 WZIN ● 23 HUVE ● 24 UNIZ ● 25 PQGV ● 26 YVYS ● 27 IGGZ ● 28 UJDD ● 29 QGOL ● 30 BQZP ● 31 RYMS ● 32 PEFS ● 33 BQSN ● 34 NQFI ● 35 VDTM ● 36 NXIS ● 37 VQNK ● 38 BIFA ● 39 ICXY ● 40 YWFH ● 41 GKWD ● 42 LMFU

Aren't those pictures sweet? A million mercis, Jamie. And a badge as well!



YS HINTS 'N' TIPS TIPSHOP

THE MANAGER

Just a quick cheat for *The Manager*, that bargain footie game, from Mark Pittam.

When on the main selection screen press down X to get more money.

Short but sweet.

EMLYN HUGHES INTERNATIONAL SOCCER



More footie, this time from Giles Rhodes for good ol' Em's *International Soccer*.

If you get bored just pause the game and then press V and you automatically go onto the next half.

Alternatively, if you're really bored why not go and make yourself your very own Channel Tunnel. All you need is a few toilet rolls and some double-sided sticky tape. Thankyou!

MATCH DAY 2



And even more footie! Adrian Sherling's the blokie with the *Match Day 2* tips and they all look something like this...

❊ **Versus keeper** When you're only up against the goalie, go close to him and shoot diagonally upwards. It'll be a goal.
❊ **Shooting** If shooting from the top when 12 yards from goal line, shoot diagonally down and it should go in.
❊ **Interception** Get in the way of the opponent's pass and make sure you either gain control or kick the ball off for a throw-on.
❊ **Defending Corners** If the corner from the other team goes high along the goal line, move your player to the goal line and jump when the ball comes down.
❊ **Throw-Ins** Do not always attack, just throw the ball to your players. If you give the ball away, make sure you get in the way.
❊ **Shooting** When shooting from the bottom, go along the 8-yard line and, a bit before the D, shoot diagonally upwards.
❊ **Defending Kick-Offs** Usually they go straight for the goal. Stop them, make them pass and then intercept.
❊ **Pushing** Only push if you're well ahead of your opponent or you lose the ball.
❊ **Keeping** With a first time shot, dive early. With a normal shot, dive quite late. With shots from the top of the screen, jump when the ball is nearing you. No defensive jumping for headers.

And just to round things off here's a wee cheat from a rather strange little chap with a funny name. But don't let that turn you against it...

At half time you can make your score go up by highlighting your team's name and pressing Enter. I think this only works when you're playing a friend. (So I do it when he pops out for a half-time cuppa!) From the mysterious Horis the Wig.

Horis, I think you're dead sweet!

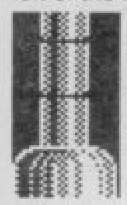
NIGHT SHIFT



What a confusing little game that *Night Shift* was, eh, Spec-chums? Philip Helme obviously thought so too.

As the instructions are a little unclear on how to get started I feel I should oblige by sharing 2 points that I took a good time to find out...

* The steaming bolt that the instructions describe is not, as you might expect, the thing with steam coming from it. It is in fact the thing that looks like a piston going up and down near the steam (at the top of the screen).
* The plug is next to the burner to the left of the bolt.



* Memorise the directions of the conveyor belts from the first shift and set them accordingly at the start of each later shift.
* Regularly check the warning lights.
* When you start the BEAST make sure the dolls are coming out properly.
* Memorise each quota, especially colours, and take a good look at which body goes with each head. Be careful cos lots of the bodies are different but look very alike.

Thanks, Philip. And here's a bit more help from Andrew Ellard.

You must make up the colour mixtures in order. Like this...



Red Single
Yellow Single
Blue Single
Green Blue then yellow
Purple Green then red
Dark blue Useless!

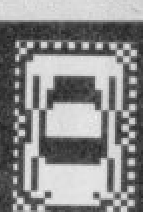
That little lot should get you pedalling – so thanks to both our Fred Fixits.

SUPERCARS



Is it a plane? Is it a bird? No, it's *Supercars*! And bless my little Poohsticks badge if this isn't a bundle and a half of tips from Ben Kirkham. He's mapped the tracks and supplied this info...

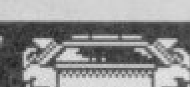
❀ Never buy the 8L or 6.5L car. They're a complete waste of money as they're very tricky to control.
❀ With a car over 3L always buy power-steering.
❀ On Track 5 always buy a new body and body armour.
❀ Before trading in your old car always buy body and engine from the garage, then you'll get a much higher price for your car.
❀ To go straight to the second level after the game's loaded, type in ODIE.
❀ To get to the third level type in BIGC.





Thanks to Ben for that, and here's a little more help from Hiren Chauen...

Before you start, go into the garage and buy what you want (although first off, you ought to buy a front missile).



When you've finished in the shop go back to the menu screen and select what track you want. At the very start of the race launch your missile into the car in front of you. That car will then be out of the race but it'll still be on the track so that when all the other cars reach this point they'll pile up and you'll be able to overtake them.

Doesn't really sound like fair play to me. But hey! Anything goes around here. (Especially badges!)

PRACTICAL POKES

Voila! Ici est le man avec tous les POKEs. Oui! C'est Jon North! Hurrah!

You can't keep a good *YS* game down, and this month one of them bounces back for a second POKEing. Walk this way, if you please...

BUMPY REVISITED

Yeah, okay, I know I ran something for this last month, but that was just plain ol' infy lives, whereas this routine (compiled from 2 that I was sent in by **Andy Ryals**, **Gerard Sweeney** and **Matt Lynch**) actually butchers the game beyond recognition...

```
10 REM Bumpy by Gerard Sweeney, Matt Lynch, Andy Ryals
20 CLEAR 24999: LOAD ""CODE
30 POKE 47771,0: REM infy lives
40 POKE 48217,0: REM 99 lives, hammers, keys, drops
50 POKE 48613,0: REM full bonus at every level
60 POKE 51044,0: REM compressed levels (eh?)
70 POKE 47836,0: REM infy hammers
80 POKE 51576,0: POKE 52155,0: REM infy keys
90 POKE 51717,0: POKE 52296,0: POKE 52807,0: REM infy water drops
100 RANDOMIZE USR 43900
```

ETHNIPOD

This wasn't a bad little game, was it? I was contemplating nicking the music and sticking it on my very own Pokerama tapes, but Paul Angel would've got all stroppy. So I decided to print this instead. Its sender, **Steve Kemp**, is the lucky recipient of the coveted Hacker of the Month title. Why? Because he asked so very nicely in his letter.

```
10 REM Ethnipod by Steve Kemp
20 CLEAR 24499: LOAD ""CODE
30 FOR F=65054 TO 1E9: READ A
40 IF A<256 THEN POKE F,A: NEXT F
50 RANDOMIZE USR 65E3
60 DATA 175,50,9,239,50,13,239: REM infy lives (both players)
70 DATA 62,255,50,154,98,50,152,98: REM 255 grenades (both players)
80 DATA 195,199,97,999
```

THE WORLD'S FIRST COUPÉ HACK

I ran the first Coupé cheat a few months ago (for *Defenders Of The Earth*), but this month I give you a hack, for the disk version of *SAM Strikes Out*. Some of those commands look a bit dodgy, I haven't got a Coupé so I'll print it anyway. (I trust **Philip Brayshaw** of North Yorkshire implicitly!) Cheers, Philip, and may your Coupé never grow old.

```
10 REM SAM STRIKES OUT BY PHILIP BRAYSHAW
20 BOOT 1
30 LOAD "LOADER" CODE
40 MERGE "SAM" CODE
50 POKE 49367,X: REM X=NO. OF CUSHIONS, KEYS ETC (0-200)
60 POKE 49412,X: REM X=NO. OF LIVES (0-250)
70 CALL 16625
```

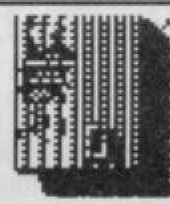
Just space to say that any routines you've got (or requests for any) should be sent to me, Jon North, at the usual *YS* address. See you in the scrolly.

SWIV

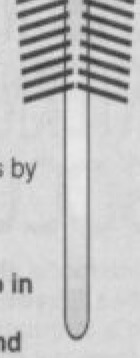
And here's a natty little cheatette for *SWIV* which we've just nabbed off Daniel Marchant, the jolly nice PR blokie for Storm. As the game is loading, wait until the white trademark (TM) sign apears and then hold down the SW keys until the game finishes. Then press Enter. According to Dan, "all sorts of weird things will happen" but unfortunately we've absolutely no idea what they are cos we've gone and lost our shed copy. All the more reason to try it out then, eh?







CRAP TIP OF THE MONTH



Yes! It's the untimely return of crapness. It doesn't get into these pages very often, but...

I bought this game (*Gazza 2*) and it is ace. Here's the complete solution... The best way to win is by making lots of goals. From a satisfied customer.

The satisfied chap in question is Joao Viegas Da Silva and isn't he crap?

TOP CAT IN BEVERLY HILLS



Top Cat, eh? What a dude. And so's Jeff Palfreman who's got a few tips up his sleeve for *Top Cat In Beverly Hills* that might just come in handy. Take it away, Jeff.

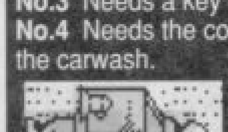
Level 1

Get a key to collect the spade, use this spade to dig up the plant. A bone is underneath. Put it in the dog bowl and the dog will move away and the gate will open. Look out for rolling dustbins, wheels, birds and skateboards as these take your energy and bombs and balls.

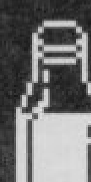
Level 2

Collect all numbers and both keys. Put phonecard in phone so Dibble moves away from the gate.

No.1 Needs a key to collect.
No.3 Needs a key to collect.
No.4 Needs the coin to go through the carwash.



Put the numbers into the yellow boxes in this order – 3, 4, 1, 2 – and the gate opens. Watch for the same things as in Level 1, plus the odd rat and hedgehog.



Level 3

You need keys to collect the milk and the bucket and to get to the sink. Collect the bucket and take it to the sink, put the fire out with the bucket of water. The fire moves away and you can now rescue Benny.

Things to look out for in this level are rats, bombs, ghosts, balls and dogs.

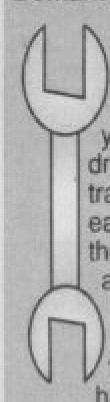
And I'll certainly look out for them, Jeff! Ta very much. And here to conclude is Jonathan Owen.

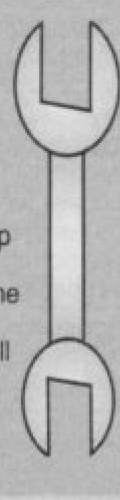
Pick up a piece of litter and drop it, pick it up again and keep dropping it and picking it up til you've got a really high score. Every time you do it you'll get a 100 points.

So if you didn't know all that before then you jolly well do now!

BADLANDS

Vroom vroom said Kieran Ryan. Well, he didn't actually, but he did have this to say about Domark's *Badlands*.





To get almost infinite spanners (which provide you with points so you can buy stuff) you have to drive off the track. This is easiest to do on the desert and also the overpass. You have to drive up to the top left-hand corner of the screen. Under your wrenches a plus sign will appear. Unfortunately you have to lose a credit. Bye.

Bye.

AN APOLOGY

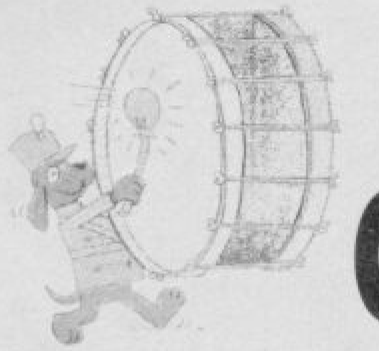
* sort of

Remember that *Fued* map back a couple of issues back? Well, it was from a chap called Guy Dawson who's very upset that I called him Fred and wants a Trainspotter Award. Well, tough luck matey! And what's wrong with the name 'Fred'?

FLAP YOUR ANORAK

Yea, the end is nigh. As the evening approaches my mind turns to the important issues of the day. What record should I put on next?

But whatever I decide to do I can rest safe in the knowledge that another Tipshop has been tucked up in bed and the next one's going to be just as cosy because you lot are going to send me lots of scrummy tips and maps. Once you've put the stuff in the envelope, just write the following on the front – Linda Barker, *YS* Tipshop, 30 Monmouth Street, Bath, Avon BA1 2BW – and pop it in a letter box. Til next month – farewell.



YET MORE COMPO WINNERS!



You know how we're always going on about how, one day, we'll get all the compo winners out of the way? Well, we've done it! (Nearly.) Hip, hip and thrice hip!

Wiggle it just a little bit! (Well, you don't want to break it, do you?) Five Sting-Ray joysticks from Spectravideo go to...
Bill Burton of Bromley in Kent; **Tom Whitehead** of Gerrards Cross, Buckinghamshire; **Gordon Bowdley** of Ashby, South Humberside; **Roy Madden** of Canal Bank, Limerick and **I Davidson** of Sutton, Surrey.

Put your flag on the map and let the baddies know you mean business. Five copies of *North And South* from Infogrames go to...
John Anderson of Saffron Walden, Essex; **Jason Chapple** of Penarth, South Glamorgan; **Simon Wilkinson** of Lower Crumpsall, Manchester; **Gary Nisbet** of Chingford, London and **Craig Mirfin** of Sheffield.

Remember that Accolade compo with all those groovy prizes? Yo to the big winner himself. Are you ready to get wierd...
Sam Vere of Aveton Gifford, Devon! Plus ten spooksome *Star Control* T-shirts go to...
AJ Worsfold of Wallington, Surrey; **Cole Horsfall** of Dover, Kent; **Anthony Hickman** of Bilston, West Midlands; **Tony Jones** of Glossop, Derbyshire; **Mark Furley** of Sutton Coldfield, West Midlands; **Mark Jastrzebski** of Oldham, Greater Manchester; **Mike Kennedy** of Easeham, Wirral; **Richard Jupp** of Walsall, West Midlands; **David Grennan** of Dublin and **Mark Whitfield** of Warrington, Cheshire.
And there's more! 20 incredibly bouncy *Star Control* yoyos go to...
Sam Alston of Witham, Essex; **Gordon Bowdley** of Ashby, South Humberside; **Andy Wilson** of Glasgow; **David Hall** of Stretford, Manchester; **Mike Walpole** of Wolverhampton; **Stephen Wood** of Davyhulme, Manchester; **Christopher Everitt** of Kings Lynn, Norfolk; **Robert Leather** of Lincoln; **Russell Oakley** of Gleadless, Sheffield; **David Lloyd** of Bristol; **Nick Jepson** of Rotherham, South Yorkshire; **Steven Adland** of Winchcombe, Gloucestershire; **Tim Wells** of Leeds; **John Nicholas** of Saltash, Cornwall; **Paul Massey** of Coalville, Leicestershire; **David Pierce** of Birmingham; **Barf Peabrain** of Bordon, Hampshire; **Graham Cormode** of Maidstone, Kent and **John Garrick** of Loughborough, Leicestershire.

We *Double Dare* you to watch TV all night long (including *The Hit Man And Her*).
Cos you have won yourself (courtesy of Alternative) a television...
Alexander Kenmure of Dover, Kent! Plus 50 copies of *Double Dare* go to (hang on, let us catch our breath)...
Timothy Rose of Norwich, Norfolk; **Paul Chapman** of Kilmarnock, Ayrshire; **Jason Veal** of Aberdare, Mid-Glamorgan; **G White** of Doncaster, South Yorkshire; **Kelly Cureton** of Liverpool; **Ben Jerrit** of Surbiton, Surrey; **Martin Hill** of Inverurie, Aberdeenshire; **Rick White** of Edenthorpe, South Yorkshire; **Ben McAlpine** of Bebington, Wirral; **Justin Collinge** of Belfield, Lancashire; **Matthew Shannon** of Wigan, Lancashire; **Christopher Hoey** of Birmingham; **Linda Brewer** of Hull; **Alan Scrivens** of Chessington, Surrey; **Stefan Turney** of Sanderstead, Surrey; **Luke Burkitt** of Rotherham, South Yorkshire; **Martin Hemmings** of Staylbridge, Cheshire; **Bill Burton** of Bromley, Kent; **Denis Cage** of Powys, Wales; **Martin Gibbs** of Oadby, Leicestershire; **Nicholas Dellow** of Brockley, London; **Lee Richards** of Newton Aycliffe, Co Durham; **Andrew Lowden** of Chelmsford, Essex; **Peter Barbour** of Basingstoke, Hants; **Richard George** of Solihull, West Midlands; **J Brown** of Weston-Super-Mare; **William Lowe** of Denbigh, Clwyd; **Shaun Walsh** of Bristol; **Henry Woods** of Kettering, Northants; **Paul Stewart** of Manchester; **M Greenwood** of Aspley, Nottingham; **David Harvey** of Stafford; **Gary Phillips** of Maltby, South Yorkshire; **David Lloyd** of Frampton Cotterell, Avon; **Paul Hankey** of Newcastle-Under-Lyme, Staffs; **James Town** of Wallington, Surrey; **Mark Prior** of Chatteris, Cambs; **Ian James Taylor** of Lanchester, Durham; **Richard Brown** of Hoddesdon, Herts; **Calvin Roney** of Wellingborough, Northants; **Lisa Neale** of Leziate, Norfolk; **Dylan Ward** of North Thornton, Lancs. **Andrew Hunter** of Barrow-In-Furness, Cumbria; **Steve Taylor** of Gloucester; **Paul Tibbenham** of Basildon, Essex; **Gary Brighton** of Newmarket, Suffolk; **Dale Connolly** of Elmworth Grove, London; **Steven Adland** of Winchcombe, Gloucestershire; **J Whittle** of Ivybridge, Devon and **Sharon Morrison** of Munlochy, Ross-Shire.

All the Bounty bars you can eat! Well, a copy of Dinamic's *Narco Police* anway! To...
Gavin Fowles of Great Warford, Cheshire; **Adrian Ashton** of Cherry Hinton, Cambridge; **L Smith** of Cardiff; **Anon** of Southmoor, Oxon; **Stuart Richards** of Whitchurch, Shropshire.

Violence and bloodshed galore! Five copies of Virgin's *Fists Of Fury* to...
Spencer Pugh of Ripley, Derbyshire; **Gordon Mitchell** of Aberdeen; **Matthew Major** of Andover, Hants; **Zoe Warren** of Manchester and **Andrew Venables** of Sutton Coldfield.

And that's your lot for this month. If it's a shed you're after, or just a T-shirt, then be sure to tune in next month! Cheerio!

WANTED!

EXACTLY WHAT YOU THINK ABOUT YOUR SINCLAIR – SO WE CAN MAKE IT EVEN BETTER!

Blimey! It's yonks since we had a questionnaire! The main idea is that you tell us what you think, we have a think about what you think, and then we throw all the forms in the bin (and completely change the mag). Hurrah! Here's the first question...

1. Which of these machines do you own?
❒ Speccy ❒ SAM Coupé ❒ Amstrad CPC
❒ Atari ST ❒ Amiga ❒ Sega
❒ Nintendo ❒ Commodore 64

2. Is *YS* good value for money?
❒ Excellent value
❒ Good value
❒ Reasonable value
❒ Poor value
❒ Rip-off

3. How much do you like the cover of this issue?....................../10

4. What do you think of the issue overall?......................../10

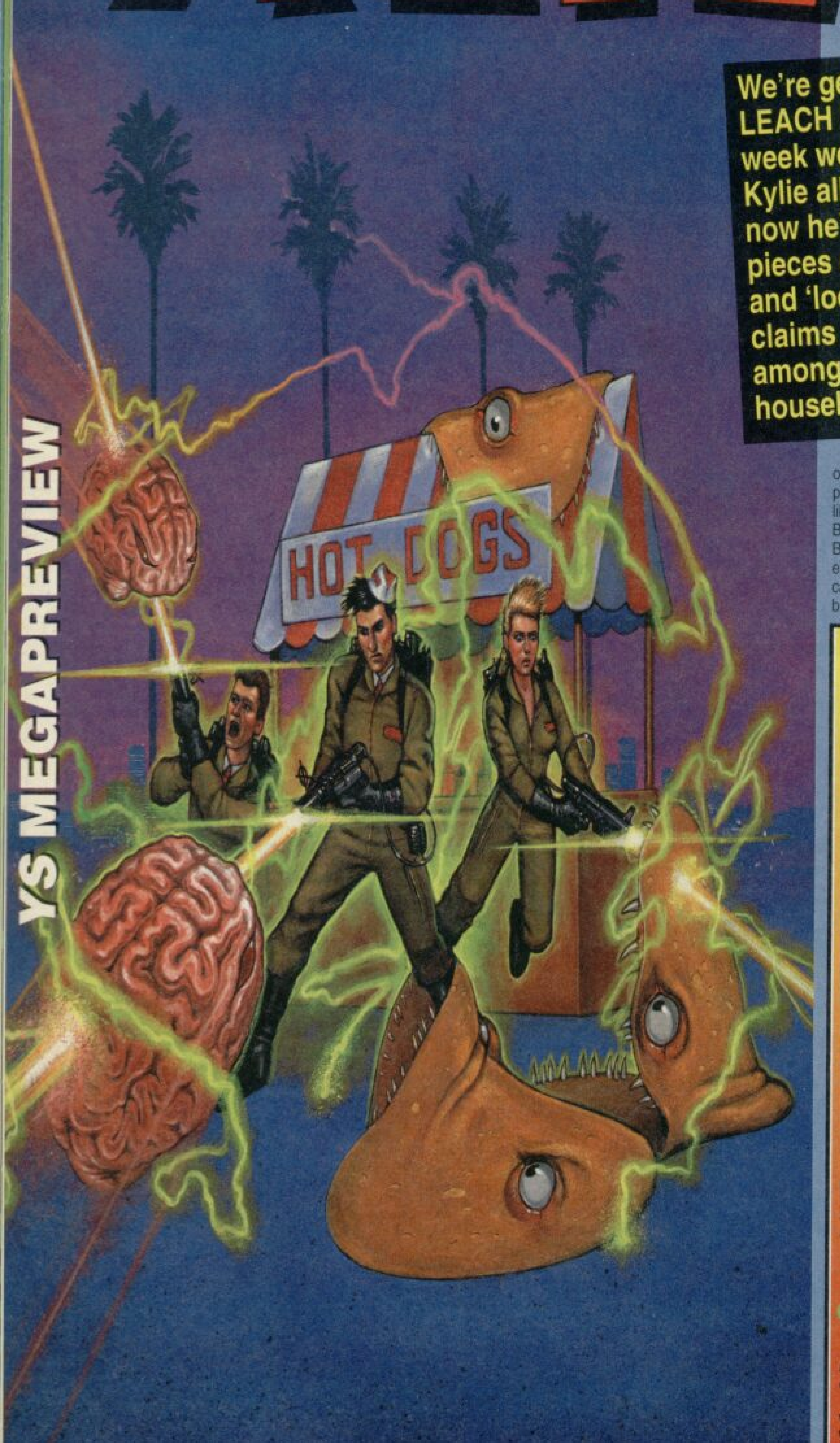
5. How does it compare with previous ones?
❒ Much better
❒ Slightly better
❒ The same standard
❒ Slightly worse
❒ Even worse than that

6. Give the mag a rating out of ten, plus any other computer mags you read regularly...
YOUR SINCLAIR../10
..../10
..../10
..../10

7. And lastly, what do you reckon's the *best* thing about this ish, and what's the *worst*?
Mmm. Well, I really went a bundle on ....
....
....
But I didn't fancy ....
.... at all. (Er, is that it?)

■ It certainly is! And you don't even need a stamp to post it! Just send it off to Reader Survey, *YOUR SINCLAIR*, Future Publishing Ltd, Freepost, Avon, Bath BA1 1XY. (And ta very much for your co-operation!)

ALIEN S



We're getting worried. JAMES LEACH is losing his grip. Last week we spotted him buying a Kylie album (on CD, no less). And now he's collecting those new 5p pieces claiming they're 'practical' and 'look nice'. But worst of all, he claims that there are aliens living among us, disguised as ordinary household objects. Mad or what?

Fancy a greasy hot dog, anyone? There's a stand over there, being run by three rather odd-looking people. Let's wander over. (Five seconds later.) It looks like an ordinary hot dog stand. It even smells like one. But I know for a fact that it's a front, run by the Alien Busters! Who? Well, as I've been trying to tell everyone, we are in fact surrounded by aliens. We can't see them because they're disguised as telephone boxes and man-hole covers *(Told you he's gaga. Ed).*

THERE'S A STORM COMIN'

Alien Storm's yet another US Gold game programmed by Tiertex (just like _MERCS_). So they're pretty used to us ringing up and talking to them about their latest efforts. This time we spoke to Doug Anderson, who programmed the game.

Hello there, Doug. How's it going?

It's fine at the mo, thanks.

Okay. _Alien Storm_. It's a fairly unusual idea, isn't it?

Yes, it is a bit of a strange one. It's the kind of game that only companies like Taito or Konami think of. The big coin-op manufacturers seem to have weirder imaginations than the rest of us. Perhaps it's just because they're Japanese!

Mmm. So how difficult were the different gameplay stages to do?

Oh, we sorted out how much memory each would need, then we just wrote them to exist alongside each other, swopping graphics and things. It wasn't too difficult, and it gives you that '3 games in one' feeling.

The graphics weren't as easy to do, because they're pretty big and detailed, and they move quickly. But I'm glad to say I managed it, and it compares really well to the coin-op version.

Great! You certainly sound as if you're pretty happy with everything at this stage.

Yes. I programmed UN Squadron for the Speccy a few months ago, and I learnt a lot of useful techniques from that, even though Alien Storm is completely unlike it. Basically the skill is to get complicated graphics moving as quickly and smoothly as possible. The running section of Alien Storm was a real challenge because of the incredible speed. But all it really took was some logical thinking and a bit of time.

Blimey! If that were the case, Spec-chums, we'd all be world-class programmers, wouldn't we?! We suspect there's a little more to it than that! Anyway – ta, Doug!

STORM



Mmm. Don't know where any of the aliens are (but better keep blasting just in case, eh?).

And this small band of brave resistance fighters (and part time hot-doggers) have started up in order to combat the evil foreign menace. What sports, eh?

Quite how Gordon, Karla and Scooter (to give them their proper titles) have managed to form the only anti-alien squad on Earth isn't really explained. But it seems that what they've done is get hold of (or build) some nifty destructive hardware and some Anneka Rice-style boiler suits, so they're all het up and on the aliens' warpath. Hurrah!

Brain blasting

Right. Pay attention. There are three kinds of game in *Alien Storm*. First is a walking-along type scroller (Levels 1 and 4), second is a running-very-fast-but-able-to-dodge-things scroller (2 and 5) and the last is an *Op Wolf* style point-and-shoot (3 and 6). Got that? Good. Well, I'll describe them with more detail in a mo.

Let's have a look at the aliens. In their normal state they come in two major forms. The first lot look like, erm... well, big pancakes really. They slither around after you and if they touch you then you lose energy points. And the other lot are like waving cabbagey brain thingies. They're a bit more nimble than the pancakes (so you'll have to keep dashing around the screen to get away from them), but then again they're much bigger targets, so you should be able to blow them away more easily.

But what do you blap them with, eh? Well, basically you've got a choice of two guns. First up, there's a rather funky plasma photon stun ray thingie which usually does the trick (a sort of hoover that's attached to the box on your back), but if it's a longer range weapon you need then the revolver's your best bet. Either that or run away. (Very quickly.)

Right, let's have a look at those levels, shall we?

Saucerful of secrets

After you've chosen one or two-player mode and which character you want to play, it's straight into Level 1 (spook!) where you find yourself standing outside the hot dog stand, blasting all and sundry.

In Level 2 you suddenly get eight-way control over your sprite as you belt down an avenue, with the aliens whizzing about and leaving you barely enough time to dodge or splat them. After the high speed dash, you finally reach a huge flying saucer hovering in the sky. Yep, it's that dratted mothership, which you rather stupidly climb inside and then proceed to blap out even more countless uglies.

This takes place on Level 3, where there are lots of big computer-type units standing around doing nothing. (I suppose they could be coffee machines, but because the aliens are more advanced than us it's probably better to assume that they're computers.)

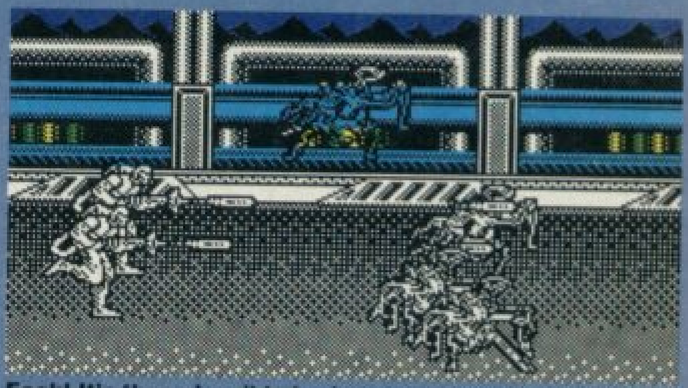
But watch out! All those nasty aliens are hiding behind them! Actually, they don't all pounce at once – for a while you just have to play the waiting game as the tension mounts, and then blast a gooey head whenever it appears (or stun it and then shoot it, whichever you prefer).

This level's one of the *Op Wolf* ones, so you've got a nifty set of cross-hairs to aim with. The gameplay area's one screen high by about five wide, and automatically scrolls to where the nasties appear (with you doing all the aiming and shooting). And one really nice touch that I'll just quickly mention is how you can turn the spaceship into a complete junkyard by missing the aliens all the time. Your energy beam simply goes straight past and whacks whatever's behind it! It's a blast! (Ahem.)

Mutant cabbages

And, erm, that's it! I can't honestly say too much about the other levels because they haven't been finished yet. Ho hum. Storylines are being worked out though, so take a look at the box if you want to know more, but you should have got the gist by now anyway. It's all going to very gooey and fast and probably very hard. So you'd better go and fortify yourself with a hot dog first. Try that stand over there...


Attack of the killer pancakes! (One down, 13,764 to go!)


Eeek! It's those horrible brain thingies – and they've suddenly grown legs and started chasing us!



Watch out! The aliens are hiding behind the coffee machines! (Best to blast 'em when they stick their squidgy heads out, eh?)

FAX BOX

Game	*Alien Storm*
Publisher	US Gold
Programmers	Doug Anderson at Tiertex
Price	£10.99 cass only
Release Date	July

THE 6 LEVELS OF ALIEN STORM

The Sega coin-op of *Alien Storm* had a mix of sideways-scrolling levels and a couple of *Op Wolf* target-blasting ones – and the Speccy version looks set to have the same. Hurrah! Here's a brief run-through...

Level 1

Tending the hot dog stand, Scooter, Gordon and Karla notice a lot of extra phone boxes and stuff. Nothing wrong about that. But wait! Suddenly they mutate into horrible gloopy aliens! Time for our Fearless Three to don their Alien-Buster gear and blast the merry splat out of them!

Level 2

The team spot the mothership, and run off towards it as quick as their little legs will carry them (which is actually very fast, with you really speeding across the screen and moving about in 8 directions). The aliens, of course, rather obstinately get in the way.

Level 3

In the mothership now with an *Op Wolf* view, and your gun-sights are roaming around looking for horrible nasties behind the computers.



Level 4

Back to the horizontal scrolling. You've left the mothership and are now trotting off to the city centre. (This bit's very much like the first level – just you walking around at your own speed, blapping baddies.)



Level 5

And this is similar to the second. Suddenly the urgency of the matter strikes you. You've got to dash to the town square before all the aliens (who insist on trying to stop you) and save all the very nice tax-paying citizens from getting glooped.



Level 6

The final confrontation! It's another *Op Wolf* bit. You'll be aiming at the aliens but this time trying to avoid hitting anything else (like people, houses and so on). You must finish off all the remaining alien scum before they waste the entire population of the city. Oh and there'll probably be a boss alien who will need a fair bit of blasting at the very end. Hurrah!

YS ADVE



Help! I need somebody. Help! Not just anybody. Help! You know I need someone who can help me with both *Red Hawk* and *The Mystery Of Arkham Manor*. These are 2 oldies for which I've never had full solutions in the files, so come on – someone out there must have solved them! I'll even give away a free copy of *One Of Our Wombats Is Missing* to the first person to send me a solution to each of those games. (Well, we've got to get rid of the copies somehow, haven't we?) The reason I'm asking for help now is....

Jessica Davies of 5 Grassy Lane, Maidenhead, Berks SL6 6AU. Jessica says, "please could you give me some more hints on *The Mystery Of Arkham Manor*. In ish 62 there were a few, but most of them I already knew! I mainly want help on Part 2 of the game. What on earth is 'Mark shadow dial' supposed to mean, eh? Also hints on *Red Hawk* would be welcome too."

Those who've decided to take the SAM road in their brand new Coupé will want to know about *Enceladus*. Why? Cos now there's a free adventure with every issue. Blimey! The first 2 issues were adventure-free zones, but issue 3 had a *PAW'd* text adventure called *Cell Of The Ridges*, while the most recent issue, cunningly numbered 4, has the first part of a multipart game called *Leotrope*. They're both Spectrum adventures so you'll need a Spectrum emulator like SC-Specclone, which isn't supplied, but when you get one you can play all your Speccy games on the SAM where they'll run faster and can be saved to disk. Should you wish, you can even change the screen colours.

This free adventure trend will continue into the future, yea even until the seas freeze over and a plague of gerbils decimates the population of the earth. Til then, *Enceladus* costs £3.99 from Relion Software (but make cheques out to the proprietor, Graham Burtenshaw), 6 Rawlins Avenue, Worle, Weston-Super-Mare, Avon BS22 0FN.

Sorry, Jessica, but the hints I gave are just about all I have, though I can offer some general advice for the opening bits of *Red Hawk*. When saying something, leave a space before the speech quotes, eg SAY [SPACE] "KWAH". Watch your energy and popularity bars carefully. As Kevin you can build up your energy quite quickly, but as Red Hawk the opposite occurs. You can increase your popularity by arresting villains, but if it decreases to nil then you're regarded as a villain yourself and no one will help you. Go into the library as Red Hawk and question the librarian about places and people. He'll tell you about the Director of the power station, the Editor and Professor Pain. Get the vase from the warehouse and give it to the Curator of the museum. Don't forget that whichever character is given an object, that's the only character that can make use of it (ie if you're given the book when you're Red Hawk, Kevin cannot go down the sewers because he doesn't have the book that contains the information about the sewers). If you're arrested and thrown into the cells, change to your alter ego and you're released. You can't enter the museum as Kevin because of your camera.

Jessica also asked for some hints on *The Jade Necklace* and *Jack And The Beanstalk*, 2 of the titles on offer in this month's Coupon Corner, so I'd better give some backwards advice on those for the benefit of people who haven't yet bought them. If you want full solutions in a few months' time, just ask. With *Jack And The Beanstalk*, where is the teddy bear? DEB RUOY NI. To get the lantern? YNNEP A DNEPS. To get a penny? REHTOM RUOY FFO. What to do at the rain barrel? EXA EHT PID. As for *The Jade Necklace*, in the first location don't forget to KSED REDNU KOOL. What to do with the sergeant and the captain? MEHT NOITSEUQ DNA ENIMAXE. (In fact this applies to most characters you encounter.) What to do at the boat? ENIGNE TRATS NEHT TAOB DRAOB. What to do at the slot machine? TOLS LEEF That should be enough to be getting on with... especially if you haven't bought them yet.

Barbara Gibb of Liverpool was kind enough to respond to reader Vicki Green's queries on a couple of games in the April issue and she ought to know all about them as she helped to playtest them! In fact one of them, *House On The Tor*, she describes as "one of the few adventures I've tested in which I couldn't find any mistakes of any kind. A little gem. I wish Alan Davis would write another." Praise indeed, although it didn't help Barbara help sort out Vicki's problem with a transparent box. As far as she knew, there wasn't a transparent box in the whole game. So she went away and played it again. Then she wrote to me again, saying, "I wish players would use the exact wording used in the text of the adventure. It looks as if the 'transparent box' is actually the 'translucent block' in the cave. This can only be opened by Peter, so you have to rescue him first. It's a very linear game, so puzzles have to be solved in the correct order."

I'm happy to give another mention to The Spectrum Adventure PD Library, which is such a good idea you wonder why no-one's done it before. Anyway, let's just be glad that someone has, and is making a range of Spectrum adventures available very cheaply to all and sundry. There are already 10 games available, at a cost of only 99p each plus a 17p stamp, and they are: *Behind Closed Doors, Behind Closed Doors 2, A Legacy For Alaric, The Plagues Of Egypt, Noah, The Crystal Of Chantie, Solaris, Micro Drivin', The Realm* and *The Damned Forest*.

Chief Librarian Gordon Inglis is already negotiating to add some other exciting titles to that list, though he's asked me not to name them till everything's agreed. I guarantee you'll recognise 'em, though! Gordon also says he'd love to hear from any *YS* readers who have written their own adventures but have never had them published. Putting them into the Public Domain won't make you rich, as there are no royalties, but it does at least ensure that people will get the pleasure of playing your games, and you could get some valuable feedback to help you make your future games even better. Even if you've published the games, you might consider donating them to the Public Domain and bringing them to a wider audience. Send any orders or an sae for more details to Gordon Inglis, 11 West Mayfield, Edinburgh EH9 1TF.

The problem on *The Limehouse Mystery* was simply how to get out of the house at the start. Barbara's answer – "you need a key. It's outside the window of the professor's room. If you unlock the door in the vestibule you are automatically outside the front

NTURES

by MIKE GERRARD





Illustrations by Anthony Colbert

A new game from Compass Software is always good news, and the latest – which arrived just too late for review – looks intriguing. It's a follow-up to Compass' very popular early release, *The Micro Man*, and is called *The Micro Mutant*. Written with *PAWS*, it's got 45 locations (16 with pics) and some new sound effects using the EXTERN command. Compass' games are always good on the special effects side, something other adventure writers ought to take a look at. If they do it'll cost them £1.99 from Compass Software, 111 Mill Road, Cobholm Island, Great Yarmouth, Norfolk NR31 0BB.

door, but it isn't very safe out there so I suggest players save their position before unlocking the door." Barbara also adds, "as you know, adventurers have a very efficient grapevine so may I wish you all the best for wherever and whatever you're going to be doing in the future." Erm... pardon? So efficient is this grapevine it obviously knows things about me I don't even know myself! Oh well, maybe I'll find out soon what I'm supposed to be doing in the future!

What I will certainly be doing in the future is continuing to remind you to enclose a stamped addressed envelope if you want a reply to your letter – no sae means your letter *might* get answered in this column, if there's room. But there's been loads of sae-less letters this month, like **Paul Loughrey** of Bradford... oh well, that explains it. Yorkshire. Blood out of a stone and all that. Anyway, Paul's struggling with Part 2 of *Axe Of Kolt* and says "pray tell, (1) how to kill the boar, (2) how to collect resin, and (3) how to kill the fish, and so cross the river." I'll give the answers in reverse order, but I'll cunningly reverse it to make it simpler. (1) RAOB TA RAEPS WORHT, (2) NISER NI NROHT PID, and (3) REVIR NI DIUQIL RUOP (this stuns them for about 35 moves). Thanks also to **Sharon Harwood** of Southend for her solution to that game from FSF Adventures, which she says took her 4 months to finish and has knocked *Agatha's Folly* off the top of her list of all-time favourite adventures.

Also sae-less was **John Granneman** of Sawbridgeworth, who asks how he can start writing adventures for the Spectrum, then asks what *PAWS* can do, would it help him in writing games, and where can he get it? Phew. Well, it'll help you write adventure games, you can see what it can do if you read my review in the June '87 issue and you can get it from Gilsoft, 2 Park Crescent, Barry, South Glamorgan CF6 8HD. Your best bet, however, would be to buy a back issue of *YS* ish 60 (December 1990), in which I did a special offer coupon on *PAWS* that allowed you to buy a special Starter Pack for £7.95. If you get that, you can start learning how to write adventures by following the samples given. Then you can send me the finished product, I might review it, it'll sell 6 billion copies, make you rich... and maybe then you'll be able to afford a stamped addressed envelope!

Compass boss-man Jon Lemmon doesn't seem to rest for very long. No sooner is one out the door than the next game's coming through the window – or wherever he gets his ideas from. In less than a month he hopes to have finished the first of a 2-part adventure with the fetching title of *The Blood Of Bogmole*. It's got about 60 locations, and 15 of these are illustrated by Digi-Scan'd graphics. If you buy *The Micro Mutant* (see the other news item) you'll get an extra little prog that shows you a screen snapshot of this next game, so you have a vague idea of what you're getting.

Something else in Compass's favour is the promotional enterprise that Jon Lemmon shows. Again, others could learn from him. He was the first to take screenshots from his games and reproduce them as sticky labels for use on cassette covers, press releases and so on. His cassette packaging always looks attractive, too.



THE LAMBERLEY MYSTERY



Ah, good old Sherlock. He hasn't featured in an adventure for... ooh, at least 3 months! But to show there's life in the old 'tec yet, here's a very tasty adventure written by a name I don't know, Ian Eveleigh. Ian's to be congratulated on a very professional game. Apart from the lack of graphics, *The Lamberley Mystery* probably bears comparison with the old Melbourne House *Sherlock*. And that's not to denigrate that classic – it just shows how standards have improved in the last few years. One-time revolutionary features are now bog-standard. In fact there are so many features here that I decided to stick them together in a box, leaving me to get on with telling you the story.

It's 1887 and the game begins, as per usual, with Holmes and Watson at home in Baker Street. The first location description's so lengthy it scrolls off the screen, which is a bit of a nuisance as you have to keep typing LOOK to remind you what's in the room (fireplace, table, book shelves and so on). Before long, though, your faithful pageboy enters with a telegram. (Ah, the inevitable telegram!) This is from your little-known brother, Mycroft, who informs you that a friend of his called Dr Fordham will be calling in on you at 11.30. A quick glance at the clock shows that it's 11.06, giving just enough time for a good nose round and a quick tune on the old violin.

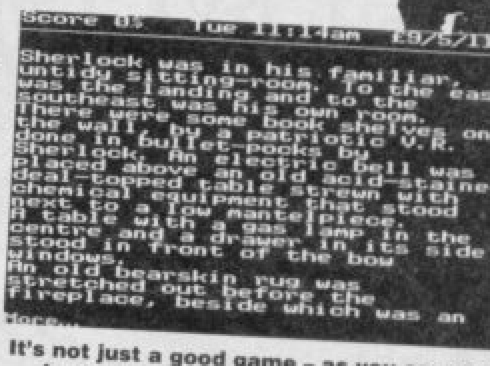


Fordham arrives and tells you he's bought a new house only to find the remains of a dead woman in the garden. Hopkins of the Yard seems to be getting nowhere with his investigations, so Mycroft suggested Holmes might be the ideal man for the job. Yes indeed, we've all heard of Ideal Holmes. *(You're fired. Ed)*

While the game's just chocka with detail, it does have a few features that could have been improved, so making it easier for beginners. If you don't quiz Fordham fully while he's there, he'll scarper without giving you the all-important info about where he lives. That'll leave you with a street full of hansom cabs outside your front door, but no directions to give the chirpy cockney driver. So where will you go? Nowhere, that's where.

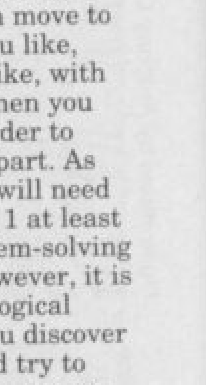
While we're on the faults, another is the way it uses containers. You might open a drawer and find an object inside, or even just examine the hat stand in the hall to learn there's a coat on it. Try to GET COAT and you'll be told you can't see one. The new player might think there's a fault in the program, and not realise that you have to type GET COAT FROM HAT STAND to make it work. There's no credit to *PAWS* that I can see, but this is a sign that it's been used, with the hat stand designated as a container (so therefore what's in it isn't regarded by the program as being in the same location as the player). A bit naughty.

On the other hand, there's a lot of good stuff that lifts *Lamberley* out of the ordinary. Plenty of other characters wander around, going about their business. Press the bell in Holmes's sitting room and the landlady Mrs Hudson pops in with a beef sandwich! And in the hall there's a stool where the pageboy sits waiting to open the door for visitors when he's got nothing else to do. There's a cash balance given, and this alters as you pay cab drivers, buy rail tickets and so on.



It's not just a good game – as you can see here the writing's got a really nice ring to it too.

The game's in 3 parts, hence I suppose the slightly higher price, but unlike most 3-parters you don't automatically progress from one to 2 to 3. You can move to any part any time you like, and as often as you like, with instructions given when you save your game in order to load it into the next part. As far as I can see, you will need to come back to Part 1 at least once. With the problem-solving part of the game, however, it is more a case of slow logical progression while you discover what's happened and try to sort it all out. It'll have more appeal to the experienced player because you'll need to come up with the right questions to ask the right people at the right time, and those aren't always easy to figure out (or get word perfect). *The Lamberley Mystery* is'nt a great game. But it's a pretty damn good one.



THE FEATURES

The Lamberley Mystery has got some innovatory features that you'd be more likely to find on a 16-bit game, which always makes an adventure more interesting to play. Type MENUS and across the top of the screen you get 4 genuine WIMP-type drop-down menus. Coo. First is BUFFER, which includes an OOPS command that allows you to take back the last move, and a choice between RAMSAVE and AUTOSAVE. The latter is a RAMSAVE that automatically happens every 10 moves, if you select it. Other menus are ACCESS for saving/loading commands, EXIT to get back to the game, and KEYS, which gives you what 16-bit people refer to as stored macro commands. This means you can put lengthy inputs onto a single keyboard key, in this case the 1 or 2 keys. If there's a command you think you'll be using regularly, and that isn't one of the game's many abbreviations, just stick it on one of these keys so that every time you press the 1 key it types something like FOLLOW WATSON or HIT THE RED DRAGON WITH THE SWORD (or whatever).

Across the top of the screen is a permanent status line, giving your score, the date, time and how much cash you've got. Most of the regular commands can be typed in as one or 2 letters, eg X for EXAMINE, L for LOOK, A for AGAIN or T for TWO... sorry, T for TAKE.

There are occasions when you'll want time to pass more quickly, for example on train and cab rides. Here you can choose WAIT (WA or Z) for time to pass in one minute intervals, SLEEP (SL or C) for 15-minute intervals, or HOUR (HO or 0) for, yup, hourly intervals. B or BACK is a useful little command you don't often see, and this simply takes you back to the previous location. AGAIN repeats the last command, and FOLLOW (F) allows you to tag on to a character who's just left your location, provided you type it at once. For example, where does Mrs Hudson go after she's delivered the beef sandwich? Just F Mrs Hudson and you'll find out.

Doors open automatically, if you have the right key, and so do cab doors if you HAIL A CAB. PAY DRIVER and you automatically cough up the right fare (no tip). You can (indeed must) QUESTION people you meet, and you can SAY TO WATSON "READ THE TELEGRAM" and he might just do it. An example of the complexities lurking in the program is that you can also use a command like SAY TO WATSON "FIND DR FORDHAM" and it might just work. Then again it might not, but what have you lost? Finally HELP gets you a lovely Holmesian response.

TEXT	■■■■■■■■□□
VALUE	■■■■■■■□□□
PERSONAL RATING	■■■■■■■■□□

Recommended for...
The more experienced player, who can cope with the program's occasional quirks

Title .... *The Lamberley Mystery*
Price £2.99
Publisher .... Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX

SIMPLE SIMON'S STARTERS SPECIAL



Arriving just too late for last month's Beginner's Special was a contribution from **Simon Dawson** of Carlisle. He's given his comments on some of the most common features you'll find in adventure games, all of which are so incredibly useful that I'd be blue-blazingly mad not to print it. So here you go...

BRIDGES Mind your weight! Most are old and unsafe. They might not be able to stand the weight of several books, an inflatable dinghy and a small portable gas cooker. Use the RAMSAVE function, if available, to check that you can get across *and back again*.

CONVERSATION Listen carefully to what people say. Phrases often hold important clues, and certain words can be reversed to produce passwords, magic words, names or answers to riddles.

MONEY Save it! Tell the scrounging peasants where to go, if they pester you for some. On the other hand, kind deeds get rewarded in many adventures – take your pick. Only buy things if you know they're completely necessary, as there are sometimes red herrings that can ruin your finances.

TORCHES Often of the repetitive STRIKE FLINT type. Only light a lamp when it's needed, as they frequently only last for a certain number of moves. Always switch them off again when you've finished mucking about in dark locations, although some torches and lamps cannot be put out due to forgetfulness on the programmer's part.



KEYS OPEN DOOR
IT'S LOCKED
UNLOCK DOOR
WHAT WITH?
KEY
PARDON?
UNLOCK DOOR WITH KEY
WHICH KEY?
RED KEY
PARDON?
UNLOCK DOOR WITH RED KEY, YOU ******
PARDON?
YOU HEARD

This is one of the commonest and most tedious routines used in adventure playing. Doors can often be opened with matching keys, eg small key for small door etc.

FOOD Unless it looks distinctly poisonous, you should wait until you show signs of hunger and then eat it, digest it, and wait for it to do its 'thang'. This advice doesn't apply in games where you suddenly die without showing signs of hunger beforehand. Sometimes you can give food to animals to befriend them, eg bones to dogs, meat to bears.

CLOTHING Fine if you're wearing some, but if not then you'll probably need some (unless you're Kim Basinger.) You'll often need warm clothing to climb mountains, cross icy wastes and so on, and sometimes any kind of clothing at the start of a game if you need to leave a house.

WEAPONS Mighty useful if you happen upon a couple of Orcs down a dark alley. Don't attack anyone unnecessarily because you often come off second best.

PEOPLE Just like in real life, these often want you to do them a favour. Old ladies lose their dogs or want you to chop some logs for them, and usually this will increase your score or get you a handsome reward in return... unlike real life.

GUARDS Can often be bribed to get you out of a cell or gain access to dungeons etc.

FORESTS Try to stick to paths if you can, as all manner of fatal nasties lurk in the undergrowth. So do all manner of mazes. If you encounter anything like 'following eyes' or 'something moving in the trees' then don't hang about, get out! If you're lucky you'll be allowed a few moves to do this.

TREES Climb them to find something useful, and sometimes to help you get over a wall. Chopped trees are often helpful and can be transformed into levers, weapons and other objects. So if you see a tree, don't be afraid to get out your chopper.

WIZARDS These are usually looking for a sacrifice or some magic runes (eg GIVE RUNES TO SOOTHSAYER). You'll often need to help a wizard before you can finish a game.

MOUTAINS Usually worth a climb, even if it is a long way to the top.

CREVASSES/FISSURES In general, these can't be jumped – though you're welcome to try as long as you've saved your game first. 9 times out of 10 you'll plummet to your doom. Instead, try finding a log, a rope to throw, a magic word to utter or something to rub.

WOMBATS Only found in the worst adventure games.

Here, do you mind! Those are, of course, Simon's views which I do not neccessarily share. Especially the last one! (Though I wouldn't argue about Kim Basinger.)

CONVENTIONAL PROBE

OCTOBER
26

Keen adventurers everywhere will have already marked the date of Saturday October 26th in their diaries and Filopastries. Why? Cos that's the date of this year's *Adventure Probe* Convention in Birmingham, only the second such grand event since the dawning of the British Empire. So what's likely to happen? Is it worth sending an sae off to *Adventure Probe*, 67 Lloyd St, Llandudno, Gwynedd LL30 2YP to get the details and a booking form? You bet your jolly socks it is!

Regular *YS* reader **Jill Carter** of Sheffield was one of many keen adventurers who attended the 1990 Convention and wrote me a glowing report all about it (because I was a few thousand miles away in Russia when it happened!). She had a great time meeting up with lots of people she knew (and who knew her) from these very pages and also got to play plenty of games and drink a lot (ahem). It's still quite a way off but attendance for any self-respecting adventurer is certainly going to be a must.

OLE MAN RIVER

That grand old man of Spectrum adventures, River Software, provides this month's super-duper never-to-be-repeated exclusive-to-*Your Sinclair*-readers-and-available-to-no-one-else-in-the-entire-universe special offer. River Software have been pumping out classy Spectrum adventures almost since the dawn of time, it seems. Zenobi Software, which has published several of the more recent games written by River Software, has now put together 2 classic tapes of their greatest hits, 'B' sides and re-mixes. These each contain no less (but no more) than 6 full-length adventures, at a price that works out at only 66p per game.

River Compilation 1 includes these titles: *Hammer Of Grimmold*, *The Mutant*, *The Enchanted Cottage*, *The Lifeboat*, *The Matchmaker* and *The Challenge*. And what a challenge that little lot will be (he adds cleverly).

River Compilation 2 is made up of *Davy Jones's Locker*, *The Jade Necklace*, *Realm Of Darkness*, *Jack And The Beanstalk*, *The Cup* and *Witch Hunt*. And what a witch hunt that little lot will... erm, forget I said that.

Anyway, each tape costs £3.99 to our lucky readers, when the rest of the world has to fork out £4.99 for 'em. Buy both tapes and you've saved yourself the cost of this month's spectacular ish! You know it makes sense. Get into coupon-clipping mode at once.

TO: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX

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Postcode ....

I enclose cheque/postal order/something to the value of £............ and made out to Zenobi Software, so please send to this lucky *YS* reader the following snappily-titled 48K Spectrum tapes:

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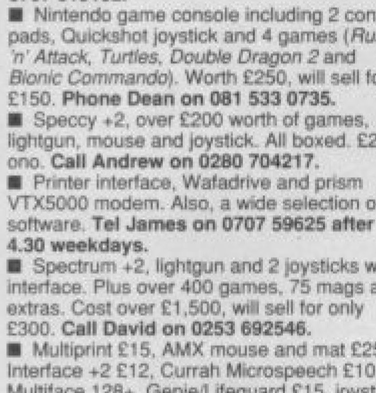
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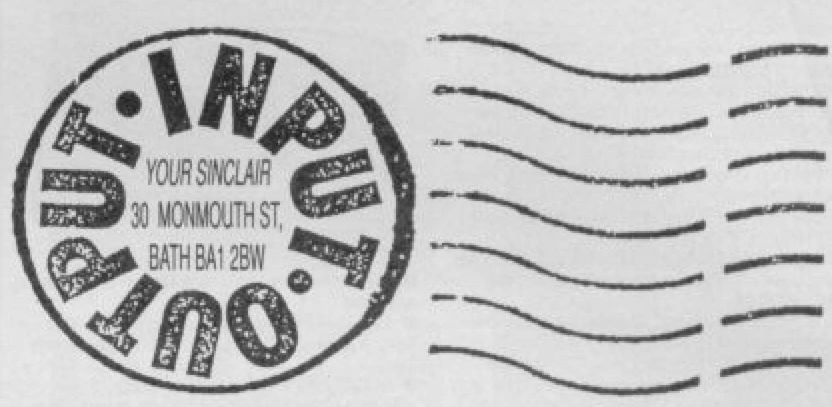
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■ I will swop *Fallen Angel* and *Barbarian 2* for *Chase HQ*. I will swop *Platoon* and *Miami Vice* for *Chase HQ 2*. Spectrum +2 cass and originals only. **Phone Martin on 0305 268926.**
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■ Wanted - full size printer with leads for 2A/+3. Will swop for Echosoft music keyboard, *The Untouchables, Chase HQ*, one or 2 budget games and loads of *YS* & *SU* cover tapes. **Call Dave between 8 and 9pm on 0202 676412.**
■ Wanted - either Spectrum 48K or 128K. Must be in good condition but very cheap. **Tel Carl on 021 357 2256.**
■ I want your wrestling games. Anything to do with the WWF accepted at the right price. I'll pay £3 a game. **Phone Graham on 031 331 2571.**
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■ Wanted - *Galaxians, Mikie, Nodes Of Yesod, Full Throttle*. Will swop 128 multiface or buy. Will also swop copies of *Your Spectrum* and *Your Sinclair* for games. **Phone Nicola on 0430 423091.**
■ Wanted - *Football Director 2*. Will swop *Football Manager World Cup Edition, Pipemania* and *Pro Boxing Simulator*. Also wanted - *Doomdark's Revenge*, will swop *Driller, Scoobie Doo* and *Gift From The Gods* for it. Originals only. **Call Lee on 0482 7752 after 4pm.**
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■ Wanted - parallel printer and dot matrix for Spectrum +3. **Please phone Graham on 0242 577105.**

■ Wanted - *Robocop, Golden Axe, Bubble Bobble, Chase HQ* and any of the *Dizzy* collection. Will swop for *Rock Star Ate My Hamster, Run The Gauntlet, Adrian Mole* and *Punchy*. Also for sale, Sony Walkman with megabass - £10 ono. **Call Daniel on 0443 225127.**

■ Urgently wanted - *Bards Tale* for the Speccy +2. Must be on tape with map of the city. Originals only. Will pay good price. **Phone Matthew on 0669 50294.**

■ *Doomdark's Revenge* on cassette or microdrive cartridge. **Phone Mr Berry on 031 557 0959 after 6pm.**

■ Wanted - *Bard's Tale*. I will swop for *Forgotten Worlds, Double Dragon 2* or *Overlander*. One for one. Originals only. **Ring Ben on 0392 875038 after 6pm on Mondays or Thursdays.**

■ I would like a Spectrum 128K, price range up to £50. I also need a powerpack and joystick adaptor. **Phone Jonathan on 0272 836892.**

■ Wanted - handbook (or photocopy) for Centronics GLP printer model 3101. Also needed, mouse with Art Studio or lightpen for 128 +2A. **Call Richard on 0959 33099.**

■ Urgently needed - a mouse for my +2. Will pay a good price or exchange software. **Phone Stephen on 0785 823003.**

■ Wanted dead (but preferably alive), +D/Disciple disk users to swop ideas, progs, utilities and anything to do with disk driving! **Call Danny on 0994 230752.**

■ Anyone out there got *Rampage* for the +3? I will swop +2 versions of *Fruit Machine, Whizball* and *SS Combat*. **Ring Daniel on 081 303 0242.**

■ Wanted - printer and interface for 48K Spectrum. Will pay up to £50. **Call Shuli on 081 958 3813 after 5.30pm, Monday to Thursday.**

■ Wanted - *Attic Attack* and *The Hobbit* and *Jet Pac Jetman*. Will swop games or pay. **Please call Jane on 0259 218751.**

■ I want to swop *3D Game Maker, APB, Garfield, Samurai Warrior* and more. I would also like a lightpen. First 3 calls get a free game! **Call Daniel on 0582 603613.**

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■ If you have any old software or hardware (even if it's broken) **contact Mark on 0256 763127 after 3.30pm on Tuesdays and Wednesdays.**

■ Wanted - Spectrum games for community centre. Free donations if possible. **Call Mr Fenwick on Hull 821233.**

■ Wanted urgently – good music teaching utility for Speccy +2A. **Phone John on 0522 686401.**

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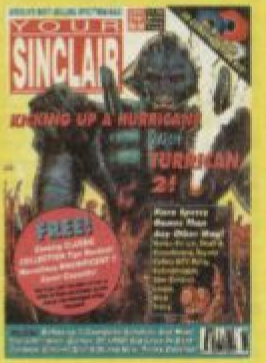
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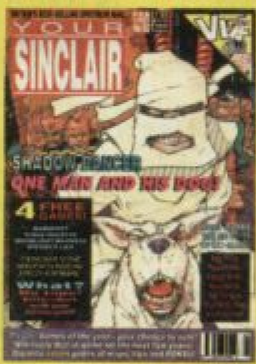
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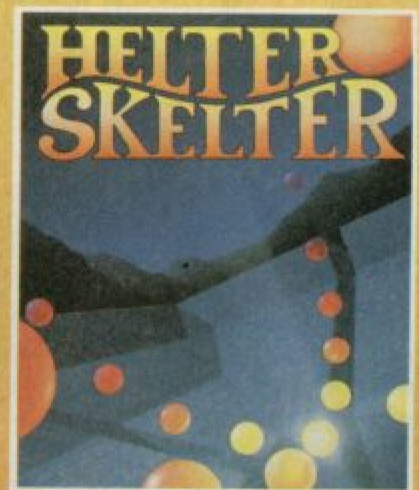
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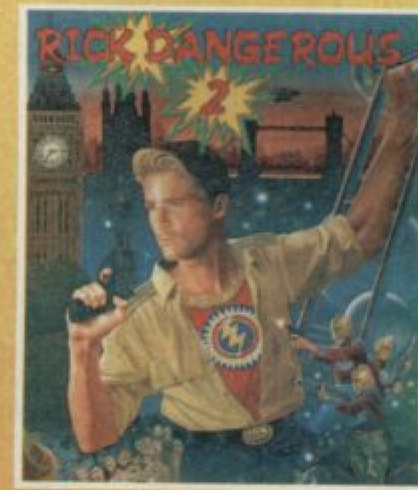
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Fresh from the mean streets and hiding from the hoods, here's our resident PI with this month's Speccy lowdown.

"Chicago Journal! **City Edition!** ***Chicago Journal!"*** **Pssst... Over here. By the news-stand. "Special Edition!" It's me, Adam Waring, Spec Tec. "Get your** ***Chicago Journal!"*** **Sorry 'bout that, I'm undercover, you see. Very important client, and I can't afford to blow it. "*Journal.* All the latest headlines!" Where was I? Oh yes, keep those problems coming in. I'm a busy man but I like to keep a full workload. "Read all about it!" Anyway, down to business. "Senator Andrews found murdered in downtown Chicago..." What the, hey... that's my case! Dang! There goes this month's paycheck...**

JUST CAN'T GET ENOUGH

I'm a very keen programmer and like making complex shoot-'em-ups. Everything was going okay until I started having problems with User Defined Graphics (Sprites). All my books say you can only get 21 (!?@) UDGs, but looking at most computer games I've noticed that there are millions. Are they just repeated skillfuly (har har har!) *(I don't get it. Ad)* or is there a way of getting more than 21?

Tor Justad
Alva, Clackmannanshire

You'd better sit down. I don't like to say this but what you've heard is true – there are only 21 User Defined Characters. Don't forget that games programmers use machine rather than BASIC, and so aren't limited by those constraints.

All is not lost however... There's a sneaky way to get round it. It is possible to redefine the whole character set, thereby giving you a couple of hundred characters to play with. The address where the computer stores the character set is held in one of the computer's System Variables. It normally points to the Speccy's character set in ROM.

By changing this, however, you can get it to point to your own character set. The variable is at address 23606 and 23607, starting 256 bytes below the first character (space). This program will print a redefined YS character on the screen:

```
10 CLEAR 63743: REM Reserve some memory
20 POKE 23607,248: REM Point to address 63488
30 FOR N=63744 to 63751: REM The first character is stored here
40 READ x:POKE N,X
50 NEXT N
60 PRINT " ": REM Space has been redefined as our YS character
70 POKE 23607,60: REM Back to Speccy's character set
80 DATA 166,169,168,102,33,41,169,70: REM Data to define the YS character
```

Like it? I designed it myself. (Sal and Andy wanted to help, but I told them where to get off.) The problem with this is that all the Spectrum's letters disappear, so you can't see what you're typing. (Makes programming a bit tricky.) In the example, I reset the pointer to the Spectrum's variables, but should your program crash unexpectedly, then you won't have a clue what you're doing.

One way around this is to copy the Spectrum's character set from ROM into RAM and only change the 'spare' ones. This line will copy the entire character set to the top of memory.

```
15 A=15616: FOR B=63744 TO 65535: POKE B,PEEK A:LET A=A+1:NEXT B
```

One advantage of using a re-defined character set over UDGs is that you can use the SCREEN$ function to read your characters from the screen. This doesn't work with UDGs.

Now get to it, kid, and write a rip-roarer! **Ad.**

START IN ART

I have been into programming a while and when I discovered Spec Tec in *YS* I wondered if you could help.

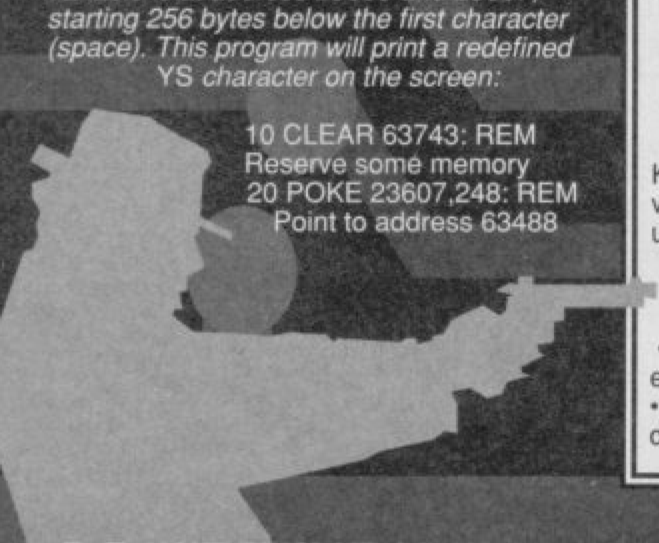
I want to know how to design a loading screen (without a very expensive art package) and how to attach it to the main program and have it RUN automatically. Can you help?

Adam Gatward
Wrexham, Clwyd

I'd sure like to help, Ad, but this is one case I'm gonna have to turn down. Designing a loading screen (or drawing anything on the Speccy, for that matter) can only be achieved with practice.

Assuming you've learnt to draw (a couple of years at art college should do the trick) you'll want to know how to incorporate it into your program. The Speccy screen is located at address 16384 and is 6912 bytes long. You can load your screen with LOAD "screen" CODE 16384,6912. A shortcut method has been included so you don't have to remember all those numbers: LOAD "screen" SCREEN$.

To get the screen to load within one of your BASIC programs, just include the LOAD command in a program line. Go for it! **Ad.**



SPECCY NEWS

NO DICE

Those serious sorts at Kobrahsoft have produced a SAM Coupé version of their +3 program, the *DICE* disk utility. *DICE* stands for Disk Information Copier Editor, and it allows you to perform all sorts of advanced jiggery-pokery on your disks.

- It makes routine tasks like copying and erasing files a doddle.
- It allows you to see exactly what's on your disks, including hidden files, and lets you tinker around with them.
- When that awful day comes when your disks fail to load, the program's powerful facilities will be at your disposal to rescue your precious lost data.

Though it's a very powerful program, *DICE* is designed to be easy to use, and is menu driven throughout.

DICE costs £12.95 and is available from **Kobrahsoft, Pleasant View, Hulme Lane, Hulme, Longton, Stoke-on-Trent, Staffordshire ST3 5BH. Tel 078 130 5244.**

WORKING TOGETHER
YS is cool *(Too true. Ad)*, but I want to know three things...
1. Can you network several Spectrums together? Like have one in one room and one in another room, all joined up with wire? With only one disk drive and one printer to serve them all? If this is possible, how do I do it?
2. How do you scan the keyboard in machine code?
3. I'm in a mess! What printer/interface codes should I type in on *Tasword* 2 to let me print out to the printer port on my +2A?
A Maslin
Roslin, Midlothian

1. Sure you can. A long time ago, when Sinclair was still around (he was a nice guy, we miss him), they sold a device called Interface 1. It allowed you to connect Microdrives, printers and network up to 64 Spectrums together. They aren't generally available any more, but you can pick them up through mail order – check out the ads in the magazine, particularly the On Spec pages. EEC Ltd will sell you one for £59.95. You can contact them at ***EEC Ltd, 18-21 Misbourne House, Chiltern Hill, Chalfont St. Peter, Bucks SL9 9UE. Tel 0753 888866.***
2. The keyboard membrane is split into eight rows, each holding five keys. These rows of keys are organised with the following I/O addresses...

65278	CAPS-SHIFT Z X C V
65022	A S D F G
64510	Q W E R T
63486	1 2 3 4 5
61438	0 9 8 7 6
57342	P O I U Y
49150	ENTER L K J H
32766	SPACE SYMBOL-SHIFT M N B

After reading the byte in, bits 0 to 4 represent the keys from the outside of the keyboard towards the centre. The bit will read 0 if the key is pressed and 1 if it is not pressed. So, to check for space being pressed, you could do the following:



```
LD      BC,32766
INC,(C)
BIT     0,C
RET     NZ
```
...The key is pressed if the program reaches here...

3. I'm afraid that you'll have no luck getting Tasword 2 to print out through the +2's printer port. It's incompatible – that's the long and short of it.
Tasman do produce a version that will work with your machine, though, called Tasword +2. (Confusing, huh?) It costs £19.95 from ***Tasman Software, Springfield House, Hyde Terrace, Leeds LS2 9LN. Tel: 0532 438301. Ad.***

JOIN THE CLUB
I have been searching for details on computer clubs I could join but have been unsuccessful. Please could you give me some details – I would be very grateful.
Lloyd Craker
Leighton Buzzard, Bedfordshire



You're gonna have to do some detective work of your own, Lloyd, if you're to track down a club to join. The best place to start is the local library (most clubs leave their details) so make that your first stop. **Ad.**

STICK UP
Please help. I have recently purchased a 128K +2A Speccy and am quite new to computing. As a learning exercise I am typing in games from a Spectrum 48K book. The problem is that none of the games use a joystick. I have a Cheetah 125+ joystick. Could you please print a routine which I can use in these games.
Danny Dhanjal
Southall, Middlesex

The two joystick ports in the side of the Speccy duplicate the keys 1-5 and 6-0. To convert the programs to work with your joystick simply replace the key values the computer checks for with these...

Joystick 1: 6 – left; 7 – right; 8 – down; 9 – up; 0 – fire.
Joystick 2: 1 – left; 2 – right; 3 – down; 4 – up; 5 – fire.

You'll have to hunt through the listings for the lines to change, but if, for example the game used 'Z' for left you'd look for a line that said something like...

IF INKEY$="Z" THEN...

Change the 'Z' to a '6', and so on. **Ad.**

SAM SCAM
Please could you say whether your cover tapes are SAM compatible?
D. Holden
Bracknell, Berkshire

SAM and I go way back (and I don't forget friends easily) so you'll always be able to find the latest SAM developments here.
It's a bit hit and miss whether the games on our covertapes – and indeed any Speccy software – will load on the SAM. At least some from each tape should work, but I'm making no guarantees.
Speccy specialists Lerm and Kobrahsoft produce various utilities to achieve a higher compatibility rate. I've already printed the Kobrahsoft address over in the Speccy News box but so far as Lerm go you'll need to contact...
Lerm, 11 Beaconsfield Close, Whitley Bay, Tyne and Wear, NE25 9UW. Tel 091 253 3615.
SAM Computers have been working on a brand new widget for the SAM to make the loading of games more reliable – though you do need access to a Speccy. See the item on these pages for further details.

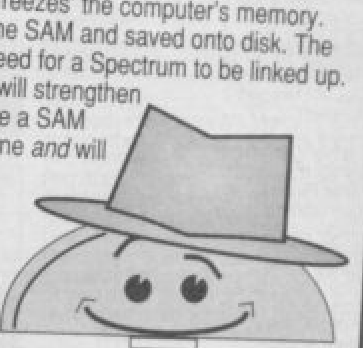
TAPE TO DISK
I should be grateful to receive your advice regarding a replacement for my Speccy 48K.
I want a disk drive to speed up loading. The +3 comes to mind, but is it possible to transfer games tape to disk with the +3?
Gary Kearley
Swindon, Wiltshire

Transferring tape games onto disk is not easy. Commercially released games have protection on them which is designed to make copying games difficult. Which is why hardware developers have come up with bits and pieces to make the process easier.
The best known is the Multiface 3, an excellent piece of hardware from Romantic Robot. It sits in the computer's expansion port, and at any time you can 'freeze' the computer's memory, and save the contents to disk. This will transfer most games to disk for you. It will have trouble with multiload games, though, as they require the information to be present on the tape when loading different stages, etc. The Multiface 3 costs £34.95 or £39.95, depending on whether you require a through connector to plug other peripherals in to. You can get it from ***Romantic Robot, 54 Deanscroft Ave, London NW9 8EN. Tel 081 200 8870.***



SUPER SAM

The SAM Coupé, though heavily based on Speccy hardware, isn't 100% compatible with all Speccy software – until now!
I've just heard some news that's so hot I had to wear asbestos gloves (and *still* got my fingers burnt). SAM Computers have just released a device that almost guarantees any given Speccy game will load on the SAM. The widget is called the Messenger, and they claim that it makes their babe compatible with 99.9% of all Speccy Software.
There's just one drawback – you need a Speccy to use it! The device links the two machines together. When the game has loaded on the Spectrum you can push a button which 'freezes' the computer's memory. The code can than be ported across to the SAM and saved onto disk. The disk version can be loaded without the need for a Spectrum to be linked up.
SAM Co reckon that their new device will strengthen the case for potential upgraders to choose a SAM even stronger. They get a superior machine *and* will still be able to play all their old favourites.
I hope to be able to give you the full low-down on *The Messenger* soon. In the meantime contact: **SAM Computers, Lakeside, Pheonix Way, Swansea SA7 9EH. Tel 0972 700300.**



YOU KNOW WHERE TO fiND ME

You know the score. You send me problems. I'll answer them. That's the deal. One thing though – don't send SAEs. I steam the stamps off with the kettle and use them to wallpaper my office. (Cheaper than wallpaper – for *me*, anyway.)
Mail them to **Adam Waring, Spec Tec, 30 Monmouth Street, Bath, Avon BA1 2BW.** Hot tips are welcome too, and I look after my contacts. Anyone who helps me solve a Special Investigation will get their cut (in the form of a Speccy goodie). See you around.



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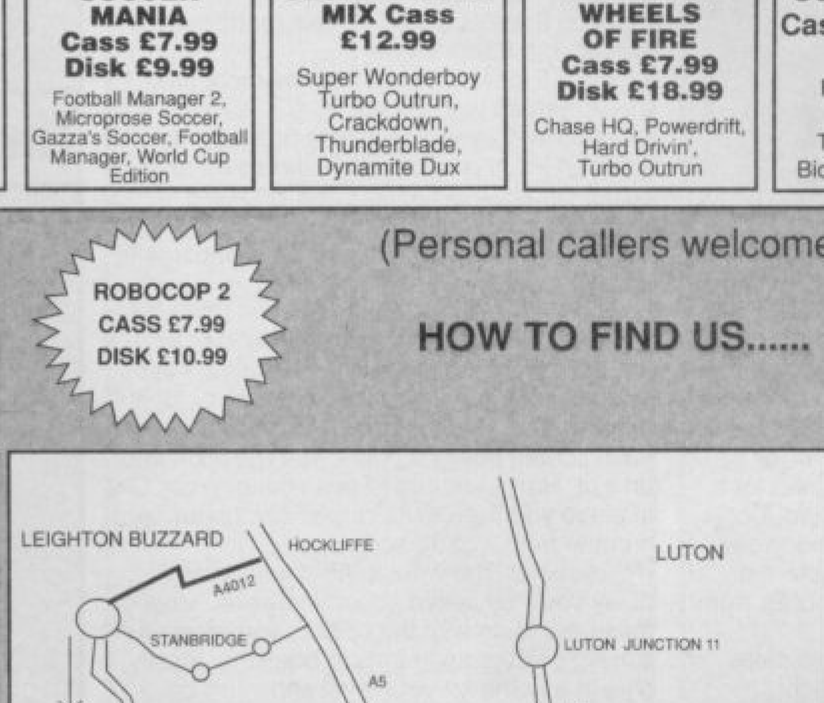
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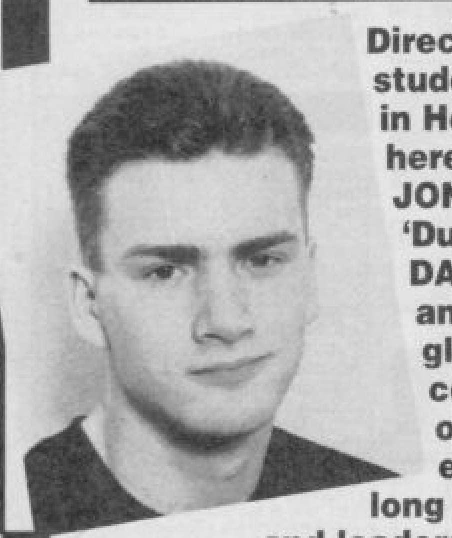
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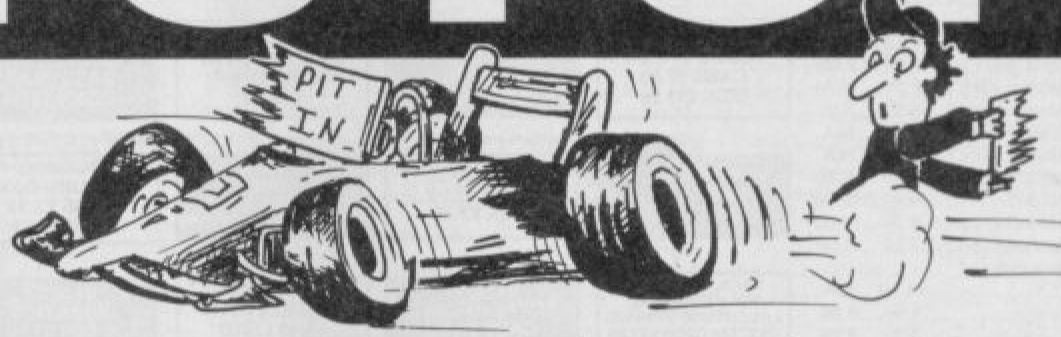


Maps showing direct routes from the motorway and A5

PROGRAM PITSTOP



Direct from a student hovel in Herne Bay, here's JONATHAN 'Duvet' DAVIES with another glorious cornucopia of extremely long listings and loaders.



Now that summer's here at last, the sun's out, nobody's wearing much, and long, cool drinks are the order of the day, it's definitely time to get down to some serious programming. So draw those curtains, turn the brightness on the telly up a bit and take the phone off the hook.

This month sees us finishing off last issue's *Timecode* program by **Ton Mutsaers**, but before that here's something perhaps even more impressive. 'Rip-snorter' is not the word. It's been put together by a chap called **Sai Ming Wong**, and it'll be a godsend to fans of *YS*'s *Earth Shaker* (who, I understand, count for a fair few of you).

Gloves on, then, visor down and let's go.

EARTH SHAKER EDITOR

by Sai Ming Wong

Remember the rather splendid *Earth Shaker* which we gave away on the front of issue 63? Fab, eh? At least it is until you've completed all 32 levels, at which point it seems destined for a dark and smelly future under your bed. Until now! Sai Ming Wong's editor lets you tweak each level, rearrange them into a different order or even design a load of new ones from scratch. Corks!

To get it going, follow these simple steps.

STEP 1 Type in the first listing, which replaces the game's original loader, and save it onto a tape with SAVE "EARTH" LINE 10

STEP 2 Reload what you've just saved and insert your copy of *Earth Shaker* into the recorder. After it's loaded, you're given the option of loading or saving levels before the game starts. Line up a fresh tape and press 'Y'. A couple of files are saved containing all the original levels ready to be edited.

STEP 3 Type in the second listing – the editor itself. Hexophobes will be o'erjoyed to see that it's all written in Basic. Note that the capital letters I've underlined in lines 25, 5001, 6135-6138 and 9020 are UDGs and should be entered in Graphics mode. Save the results onto yet another tape with SAVE "EDITOR" LINE 1.

STEP 4 Reload the editor and (hopefully) it'll run, presenting you with 4 options:

- Option 1 loads in a saved set of levels (eg the ones you saved in Step 2).
- Option 2 saves a set of levels ready to be loaded into *Earth Shaker*.
- Option 3 inserts a level from memory onto the screen so you can edit it.
- Option 4 lets you edit what's on-screen.

So an initial plan of action should be to select Option 1 to reload *Earth Shaker*'s original levels, then select Option 3 to call up the level you want to edit and then Option 4 to enter the editor. Got it?

Once you're in the editor you find that keys Q, A, O and P move your cursor (a star) around the grid, while a variety of other keys listed down the right-hand side of the screen plonk objects into the grid. Don't forget that each screen needs a player start position and an exit. Having arranged everything, press G to place your new level in memory, choosing a number from 1 to 32 according to whereabouts you want it. After a shortish delay you'll be asked about your level. Most of these are to do with the colours you want, with current colours appearing in brackets. Finally, type in a name for your level and you'll be returned to the main menu to save it.

To play your revised version of *Earth Shaker*, follow Step 2 to load in the game and press 'N' when asked if you want to save levels, and 'Y' when asked if you want to load some.

And that's it.

The Loader

```
   2 REM game code
   5 REM  27970,65536 - 27970
  10  INK 7: PAPER 0: BORDER 0 :
 CLEAR 27000:
  11 PRINT AT 5,5; INK 6; BRIGHT
 1;"EARTH SHAKER by M.BATTY"
  12 PRINT AT 9,7; INK 4; BRIGHT
 1;"EARTH SHAKER EDITOR";AT 11,8
 ; "by Sai Ming Wong": LOAD ""COD
E
  13 INPUT "Do you want to save
screen data for editor (y/n)?";a
$: IF a$ = "y" THEN  SAVE "es"CO
DE 49152,10048: SAVE "es"CODE 38
656,640
  15 INPUT "Load new screens (y/
n)? ";a$: IF a$ ="y" THEN  INPUT
 "Enter filename ";f$: LOAD f$CO
DE : LOAD f$CODE
  20 RANDOMIZE USR 35616
```

The Editor

```
   1 CLEAR 38655: GO SUB 9800: D
IM t(20,30): DIM e(4,2): DIM w(1
4,2)
   2 LET capslock = 23658: LET c
apsoff = 16: LET capson = 8
   3 POKE capslock,capsoff
   5 BORDER 5
  10 FOR n=USR "a" TO USR "n"+7
  20 READ a: POKE n,a: NEXT n
  21 FOR n = 1 TO 4: READ a: REA
D b: LET e (n,1)=a: LET e(n,2) =
b: NEXT n
  22 FOR n = 1 TO 14: READ a: RE
AD b: LET w (n,1)=a: LET w(n,2)
=b: NEXT n
  25 LET a$=" BCDDEFGHIJKLMoN"
  30 CLS : GO SUB 9000
  35 LET manx=0: LET many=0: LET
 dia=0
  40 INPUT "Options: 1=Load data
 2=Save data3=Insert 4 =Edit (1-
4) ";opt
  50 IF opt<1 OR opt>4 THEN  GO
TO 40
  60 IF opt=1 THEN  INPUT "Filen
ame to load                  ";f$:
 LOAD f$CODE : LOAD f$CODE
  70 IF opt=2 THEN  GO SUB 2100
  80 IF opt=3 THEN  GO TO 1000
  90 IF opt=4  THEN  GO TO 5000
 100 GO TO 30
 999 REM #insert screen#
1000 INPUT "Which screen (1-32)
";sc
1010 IF sc<1 OR sc>32 THEN  GO T
O 1000
1015 PRINT AT 20,0;"Screen:";sc;
"  "
1018 LET manx=0: LET many=0: LET
 dia=0
1020 LET start=49152+(sc-1)*314
1030 LET fin=start+299
1035 LET xc=0: LET yc=0
1040 FOR f=start TO fin
1050 LET peek=PEEK f
1060 LET a=INT (peek/16)
1070 LET b=peek-a*16
1071 LET t(yc+1,xc+1)=b
1072 LET t(yc+1,xc+2)=a
1080 PRINT AT yc,xc;a$(b+1);AT y
```

EARTH SHAKER EDITOR cont

```
c,xc+1;a$(a+1)
1089 LET xc=xc+2: IF xc=30 THEN
 LET xc=0: LET yc=yc+1
1090 NEXT f
1100 GO TO 40
2000 LET high =INT (addr/256): L
ET low = addr - 256* high: POKE
dest, low: POKE dest +1,high: RE
TURN
2010 LET low =PEEK (start  + 6):
 LET high =PEEK (start + 7): LET
 num = 1
2011 IF (low = e(num,1)) AND (hi
gh = e(num,2)) THEN  RETURN
2012 LET num = num + 1: IF num <
 5 THEN  GO TO 2011
2013 LET num = 1: RETURN
2020 PRINT : PRINT "(1) Normal E
arth"'''"(2) Patterned Tile Earth
"'''"(3) Weak Earth"'''"(4) ? Eart
h": INPUT "Enter new earth sprit
e number     (1-4) ";num: IF (num
 < 1) OR (num > 4) THEN  GO TO 2
020
2021 POKE start + 6,e(num,1): PO
KE start + 7,e(num,2): RETURN
2030 LET low =PEEK (start  + 8):
 LET high =PEEK (start + 9): LET
 num = 1
2031 IF (low = w(num,1)) AND (hi
gh = w(num,2)) THEN  RETURN
2032 LET num = num + 1: IF num <
 15 THEN  GO TO 2031
2033 LET num = 1: RETURN
2040  PRINT : PRINT "(1) 'Square
 Window' wall (white)"''"(2)  Bri
ck Wall"''"(3)  Metal plate  (Gre
en)"''"(4)  Mashed Potatoe (White
)"''"(5)  Ice Cube (White)"''"(6)
 Heart (Yelow)"''"(7)  Cavern Wal
l (Yellow)"''"(8)  Stoney Wall (C
yan)"''"(9)  Metal Wall (Cyan)"''"
(10) Honeycomb wall (Yellow)"''"(
11) Human brains (Red)"''"(12) Ve
rtical metal tube (Cyan)"''"(13)
? (Green)"''"(14) Moss covered wa
ll (Green)": INPUT "Enter new wa
ll sprite number    (1-14) ";num
: IF (num < 1) OR (num > 14) THE
N  GO TO 2040
2041 POKE start + 8,w(num,1): PO
KE start + 9,w(num,2): RETURN
2050 LET colour =PEEK (addr): IF
 colour = 0 THEN  LET colour = d
efault
2051 LET aflash =INT (colour/128
)
2052 LET remain = colour - 128 *
 aflash: LET abright =INT (remai
n/64)
2053 LET remain = remain - 64 *
abright: LET apaper =INT (remain
/8)
2054 LET remain = remain - 8 * a
paper: LET aink = remain
2055 CLS : PRINT "STANDARD COLOU
RS": PRINT : PRINT "0 = BLACK"''"
1 = BLUE"''"2 = RED"''"3 = MAGENTA
"''"4 = GREEN"''"5 = CYAN"''"6 = YE
LLOW"''"7 = WHITE": PRINT : PRINT
 "CURRENT COLOURS": PRINT
2056 PRINT "FLASH :  ";aflash: P
RINT "BRIGHT : ";abright: PRINT
"PAPER :  ";apaper: PRINT "INK :
   ";aink: GO SUB 2070: POKE 23
693,colour: PRINT AT 18,0;n$: PR
INT AT 18,15;s$: GO SUB 2070: PO
KE 23693,56
2057 INPUT "1:Flash 2:Bright 3:P
aper 4:Ink  5:Continue (1-5) ";o
p
2058 IF op = 1 THEN  INPUT "Ente
r new FLASH value (0-1) ";aflash
: IF (aflash < 0) OR (aflash > 1
) THEN  GO TO 2058
2059 IF op = 2 THEN  INPUT "Ente
r new BRIGHT value (0-1) ";abrig
ht: IF (abright < 0) OR (abright
 > 1) THEN  GO TO 2059
2060 IF op = 3 THEN  INPUT "Ente
r new PAPER value (0-7) ";apaper
: IF (apaper < 0) OR (apaper > 7
) THEN  GO TO 2060
2061 IF op = 4 THEN  INPUT "Ente
r new INK value (0-7) ";aink: IF
 (aink < 0) OR (aink > 7) THEN
GO TO 2061
2062 IF op = 5 THEN  GO SUB 2070
: POKE addr,colour: RETURN
2063 GO TO 2055
2070 LET colour = 128 * aflash +
 64 * abright + 8 * apaper + ain
k: RETURN
2100 INPUT "Filename to save
               ";f$: CLS : PRINT "E
nter number of screens to save o
r press (return) to save ALL   s
creens"
2110 INPUT "Enter number of scre
ens to save ";c$: IF c$ ="" THEN
  LET c$="32"
2120 SAVE f$CODE 49152,314*VAL c
$: SAVE f$CODE 38656,20*VAL c$:
RETURN
4999 REM *edit*
5000 LET cx=0: LET cy=0: PRINT
OVER 1;AT cy,cx;"*"
5001 PRINT AT 0,30;"n ";AT 1,30;
"dB";AT 2,30;"rC";AT 3,30;"hD";A
T 4,30;"wE";AT 5,30;"eF";AT 6,30
;"iG";AT 7,30;"bH";AT 8,30;"cI";
AT 9,30;"sJ";AT 10,30;"mK";AT 11
,30;"xL";AT 12,30;"tM";AT 13,30;
"uo";AT 14,30;"+N"; FLASH 1;AT 1
6,30;"G";AT 17,30;"A";AT 18,30;"
OP";AT 20,30;"G"
5005 LET ocx=cx: LET ocy=cy
5015 LET cy=cy-(INKEY$="q" AND c
y>0)+(INKEY$="a" AND cy<19)
5025 LET cx=cx-(INKEY$="o" AND c
x>0)+(INKEY$="p" AND cx<29)
5030 LET i$=INKEY$: IF i$ = "n"
THEN  LET char = 1: GO SUB 5960
5031  IF i$ = "d" THEN  LET char
 = 2: GO SUB 5960
5032  IF i$ = "r" THEN  LET char
 = 3: GO SUB 5960
5033  IF i$ = "h" THEN  LET char
 = 4: GO SUB 5960
5034  IF i$ = "w" THEN  LET char
 = 6: GO SUB 5960
5035  IF i$ = "e" THEN  LET char
 = 7: GO SUB 5960
5036  IF i$ = "i" THEN  LET char
 = 8: GO SUB 5960
5037  IF i$ = "b" THEN  LET char
 = 9: GO SUB 5960
5038  IF i$ = "c" THEN  LET char
 = 10: GO SUB 5960
5039  IF i$ = "s" THEN  LET char
 = 11: GO SUB 5960
5040  IF i$ = "m" THEN  LET char
 = 12: GO SUB 5960
5041  IF i$ = "x" THEN  LET char
 = 13: GO SUB 5960
5042  IF i$ = "t" THEN  LET char
 = 14: GO SUB 5960
5043  IF i$ = "u" THEN  LET char
 = 15: GO SUB 5960
5044  IF i$ = "+" THEN  LET char
 = 16: GO SUB 5960
5050 IF INKEY$="g" THEN  PRINT
OVER 1;AT cy,cx;"*": GO TO 6000
5930 PRINT  OVER 1;AT cy,cx;"*"
5940 PRINT  OVER 1;AT ocy,ocx;"*
"
5950 GO TO 5005
5960 PRINT AT cy,cx;a$(char); OV
ER 1;AT cy,cx;"*": LET t(cy+1,c
x+1)= char - 1
5999 RETURN
6000 INPUT "Set into which scree
n(1-32)";sc
6010 IF sc<1 OR sc>32 THEN  GO T
O 6000
6020 PRINT AT 20,0;"Screen:";sc;
"  "
6030 PRINT  FLASH 1;AT 21,0;"PLE
ASE WAIT"
6035 LET manx=0: LET many=0: LET
 dia=0
6040 LET start=49152+(sc-1)*314
6070 FOR p=1 TO 20
6080 FOR o=1 TO 29 STEP 2
6085 LET tot=0
6090 LET tot=tot+t(p,o+1)* 16+ t
(p,o)
6091 IF t(p,o)=3 OR t(p,o)= 4 TH
EN  LET many=p-1: LET manx=o-1
6092 IF t(p,o+1)=3 OR t(p,o+1)=4
 THEN  LET many=p-1: LET manx=o
6093 IF t(p,o)=7 THEN  LET dia=d
ia+1
6094 IF t(p,o+1)=7 THEN  LET dia
=dia+1
6095 LET t(p,o+1)=0: LET t(p,o)=
0
6100 POKE start,tot: LET start=s
tart+1
6110 NEXT o
6120 NEXT p
6130 POKE start,dia: LET bigdia
=INT (dia/10): LET smalldia = di
a - bigdia * 10: POKE start + 4,
bigdia: POKE start + 5,smalldia:
 CLS
6131  INPUT "Enter points per di
amond (";PEEK (start +1);") ";po
ints: POKE start+1,points
6132 LET startpos = manx + 30* m
any: LET addr = startpos: LET de
st = start +2: GO SUB 2000
6133 CLS : PRINT "Current earth
sprite number = ";: GO SUB 2010:
 PRINT num : GO SUB 2020
6134 CLS : PRINT "Current wall s
prite number = ";: GO SUB 2030:
PRINT num : GO SUB 2040
6135 CLS : LET addr = start + 10
: LET s$="B": LET n$ = "DOOR": L
ET default = 68: GO SUB 2050
6136 CLS : LET addr = start + 11
: LET s$="C": LET n$ ="ROCK": LE
T default = 70: GO SUB 2050
6137 CLS : LET addr = start + 12
: LET s$="E": LET n$ ="WALL": LE
T default = 66: GO SUB 2050
6138 CLS : LET addr = start + 13
: LET s$="E": LET n$ = "EARTH":
LET default = 65: GO SUB 2050
6200 CLS : PRINT "Current name o
f screen:": PRINT
6210 LET name=38656+(sc-1)*20
6220 FOR n =0 TO 19: PRINT CHR$
(PEEK (name +n));: NEXT n
6230 POKE capslock,capson: INPUT
 "Enter new screen name (20 char
) ********************
 ";n$
6240 LET n$ = n$ + "
        "
6250 FOR n = 0 TO 19: POKE name+
n,CODE n$(n+1): NEXT n
6300 POKE capslock,capsoff
6999 GO TO 30
9000 FOR y=0 TO 19
9020 PRINT AT y,0;"AAAAAAAAAAAAA
AAAAAAAAAAAAAAAAA"
9040 NEXT y
9200 RETURN
9300 DATA 255,129,129,129,129,12
9,129,255
9310 DATA  126,66,66,144,66,66,6
6,126
9320 DATA 0,60,126,126,126,126,6
0,0
9330 DATA 60,60,60,153,126,24,24
,102
9340 DATA 255,137,255,161,255,13
7,137,255
9350 DATA 0,32,8,32,2,136,34,136
9360 DATA 8,20,34,65,34,20,8,0
9370 DATA 0,24,56,48,48,56,24,0
9380 DATA 0,195,165,153,153,153,
165,195
9390 DATA 8,28,42,8,8,72,72,48
9400 DATA 255,129,189,165,189,12
9,255,36
9410 DATA 24,24,24,36,66,66,66,6
6
9420 DATA 254,130,186,146,146,14
6,130,254
9430 DATA 64,32,170,167,165,149,
86,60
9500 DATA 80,155,160,251,80,164,
40,237
9510 DATA 0,239,184,156,72,157,7
6,237,220,156,148,237,36,157
9520 DATA 184,237,0,157,108,157,
196,251,112,237,40,237,0,238
9800 PRINT  INK 1;AT 8,7;"EARTH
SHAKER EDITOR";AT 10,15;"by";AT
12,10;"Sai Ming Wong"
9810 PRINT  FLASH 1;AT 20,10;"PL
EASE WAIT"
9820 RETURN
```

TIMECODE

by Ton Mutsaers

Simply carry on typing from where you came to an abrupt halt last month.

LISTING 3 CONTINUED

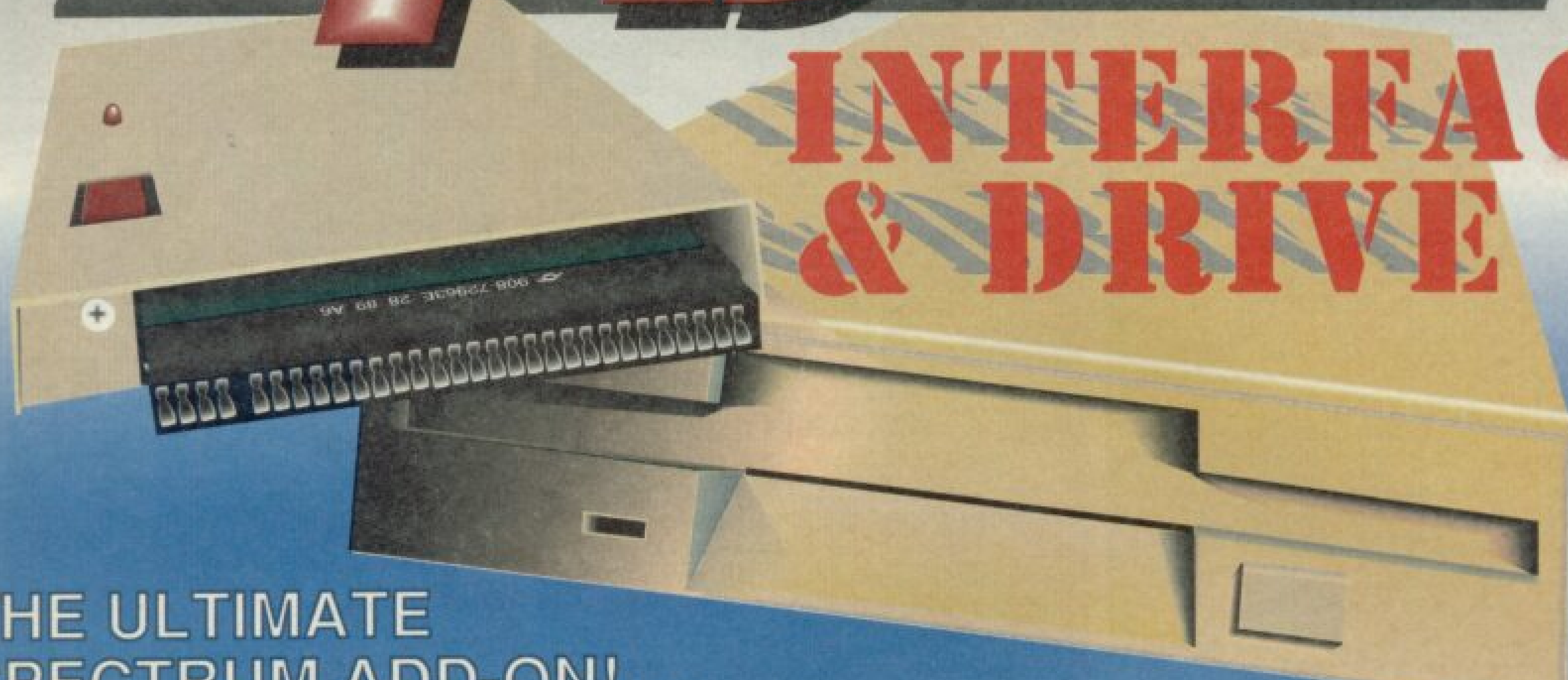
```
65011 4F 13 18 07 DD 7E 00 AD =649
65019 C0 DD 23 1B 08 06 B2 2E =713
65027 01 CD 1D FE D0 3E CB B8 =1146
65035 CB 15 06 B0 D2 04 FE 7C =998
65043 AD 67 7A B3 20 CA 7C FE =1189
65051 01 C8 CD 21 FE D0 3E 16 =986
65059 3D 20 FD A7 04 C8 3E 7F =906
65067 DB FE 1F D0 A9 E6 20 28 =1183
65075 F3 79 2F 4F 3E 07 F6 08 =813
65083 D3 FE 37 C9 06 0A 7E 2F =910
65091 D7 23 10 FA C9 7E FE 00 =1097
65099 20 07 11 C0 FE ED 53 7B =945
65107 5C 7E FE 01 20 07 11 E0 =753
65115 FF ED 53 7B 5C 7E FE 02 =1172
65123 20 07 11 C0 FF ED 53 7B =946
65131 5C 7E FE 03 20 07 11 A0 =691
65139 FF ED 53 7B 5C 7E FE 04 =1174
65147 20 07 11 80 FF ED 53 7B =882
65155 5C 7E FE 05 20 07 11 60 =629
65163 FF ED 53 7B 5C 7E FE 06 =1176
65171 20 07 11 40 FF ED 53 7B =818
65179 5C 7E FE 07 20 07 11 20 =567
65187 FF ED 53 7B 5C 7E FE 08 =1178
65195 20 07 11 00 FF ED 53 7B =754
65203 5C 7E FE 09 C0 11 E0 FE =1168
65211 ED 53 7B 5C C9 0F 1F 38 =838
65219 30 30 30 30 30 F0 F8 1C =756
65227 0C 0C 0C 0C 0C 30 30 30 =204
65235 38 1F 0F 00 00 0C 0C 0C =138
65243 1C F8 F0 00 00 0F 1F 38 =618
65251 30 30 38 1F 0F F0 F8 1C =714
65259 0C 0C 0C FC FC 00 00 00 =540
65267 00 0F 0F 00 00 0C 1C 38 =126
65275 70 E0 C0 00 00 0F 1F 38 =630
65283 30 30 38 1F 1F F0 F8 1C =730
65291 0C 0C 1C F8 F8 38 30 30 =700
65299 38 1F 0F 00 00 1C 0C 0C =154
65307 1C F8 F0 00 00 3F 3F 00 =642
65315 00 00 00 00 01 FC FC 0C =517
65323 1C 38 70 E0 C0 03 07 0E =636
65331 0C 0C 0C 00 00 80 00 00 =164
65339 00 00 00 00 00 03 07 0E =24
65347 1C 38 30 3F 3F F0 F0 00 =738
65355 00 00 00 F0 F8 30 30 30 =632
65363 38 1F 0F 00 00 1C 0C 0C =154
65371 1C F8 F0 00 00 3F 3F 30 =690
65379 30 3F 3F 00 00 FC FC 00 =678
65387 00 E0 F0 38 1C 00 00 30 =596
65395 38 1F 0F 00 00 0C 0C 1C =154
65403 38 F0 E0 00 00 00 01 03 =524
65411 07 0E 1C 38 30 F0 F0 B0 =809
65419 30 30 30 30 30 3F 3F 00 =366
65427 00 00 00 00 00 FC FC 30 =552
65435 30 30 30 00 00 0F 1F 38 =246
65443 30 00 00 03 03 F0 F8 1C =570
65451 0C 0C 1C F8 F8 00 00 30 =596
65459 38 1F 0F 00 00 1C 0C 0C =154
65467 1C F8 F0 00 00 0F 1F 38 =618
65475 30 00 00 03 07 F0 F8 1C =574
65483 0C 0C 1C F8 F0 0E 1C 38 =638
65491 30 3F 3F 00 00 00 00 00 =174
65499 00 FC FC 00 00 03 07 0F =529
65507 0F 03 03 03 03 00 00 00 =27
65515 00 00 00 00 00 03 03 03 =9
65523 03 0F 0F 00 00 00 00 00 =33
65531 00 C0 C0 00 00 00 00 00 =384
STOP
```

TEUF-TEUF

The end, but also the beginning. So sit down, write a program and send it to Program Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW. There's a £50 cheque (sealed with a kiss) for the best each month, and a badge for the rest.

+D System

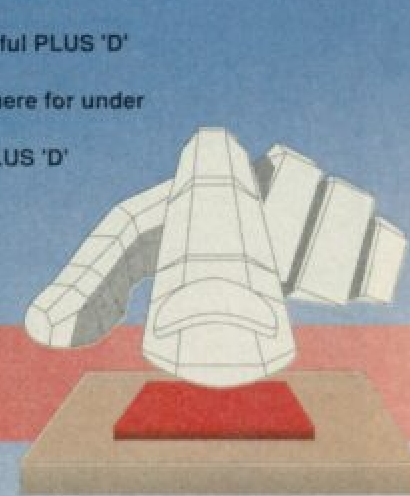
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- Offering more than twice the storage capacity of a standard IBM Disk Drive and even more than an ATARI ST, the PLUS 'D' System takes you into the realms of mass storage.
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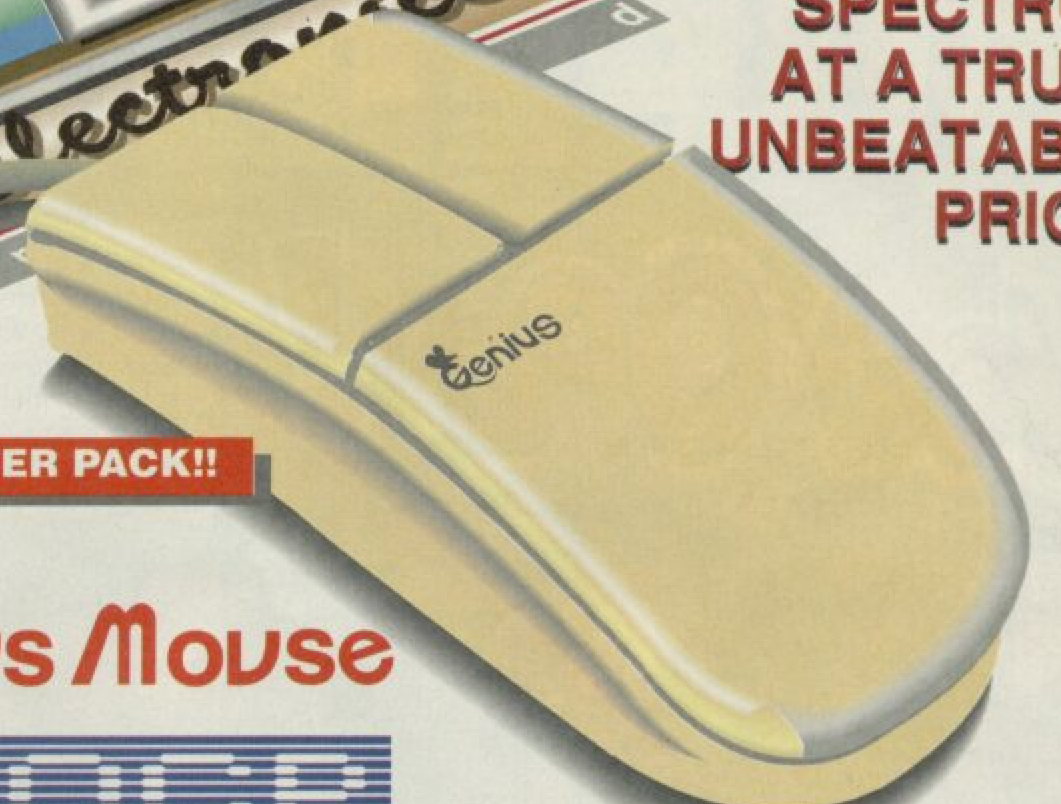
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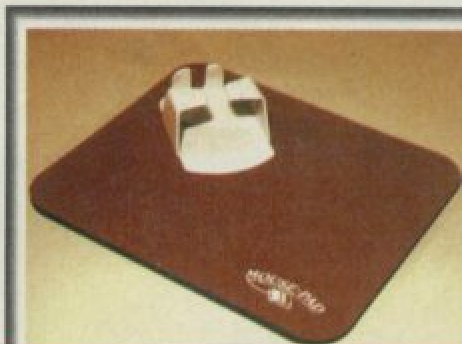
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NOW OPEN!

Got loads of loose change and crumpled-up £5 notes stuffed down your trouser pockets that you don't know what to do with? Then give it all to us! Here at the *YS* Superstore we've got a glittering selection of software 'accoutrements' just waiting to tickle your fancy. So don't delay – send us your dosh and lose weight the *YS* way! (You'll be so glad you did!)

1 The *YS* Tipshop Tiptionary

If it's big tips you want then look no further – the Tiptionary's fit to burst with them! And there are squillions of POKEs on the free cover tape too! (You won't know how you survived without it!)

Description	Price	Order No
YS Tipshop Tiptionary	£8.95	TIPS

2 The *YS* Binder

Your copies of *YS* won't stop thanking you once you've tucked them up safely in a set of slinky *YS* binders. Each can handle a year's worth of Spec-fun, and as a very special favour we'll let you have 90p off the price of two!

Description	Price	Order No
YS Binder	£4.95	MY100
2 Binders	£9.00	MY102

3 SWIV

We liked Storm's 2-player shoot-'em-up so much we gave it a Megagame! It's all about zipping around in a jeep and a chopper and firing your gun rather a lot. Hurrah!

MEGAGAME

Description	Price	Order No
SWIV cass	£8.99	MY135C

4 Lone Wolf

It looks good! It sounds good! And by Jingo it plays jolly good too! It's Audiogenic's arcade adventure based on the fantasy role-playing *Lone Wolf* books and it's ever-so-slightly very addictive. (Plus a *YS* Megagame to boot!)

MEGAGAME

Description	Price	Order No
Lone Wolf cass	£8.99	MY137C
Lone Wolf disk	£10.99	MY137D

PRICES INCLUDE POSTAGE, PACKING AND VAT NO HIDDEN EXTRAS

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5 Helter Skelter

You'll have a ball playing Audiogenic's Megagame platform puzzler! Bounce around 80 screens squashing lots of horrible monsters! (And invite a pal to join in and make it even better!)

MEGAGAME

Description	Price	Order No
H Skelter cass	£8.99	MY136C
H Skelter disk	£10.99	MY136D



6 Fun School 3

Database Software's *Fun School 3* helps you learn – and have a good time while you're at it! A must for anyone having problems with arithmetic, word-building or tables. PLEASE STATE THE AGE GROUP OF THE USER (UNDER 6, 6 TO 8, OVER 8) SO WE KNOW EXACTLY WHAT YOU'RE AFTER.

Description	Price	Order No
F School 3 cass	£7.99	MY130C
F School 3 disk	£9.99	MY130D

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JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM BELOW... OR RING OUR HOTLINE NUMBER ON **0458 74011**





YOUR SINCLAIR SUPERSTORE

Mmm-mm. You're right, you know, I really do need the following *YS* goodies pretty darn bad..z.

Name ....

Address ....

....

....

Postcode ....

Phone number ....

Description	Price	Order No
TOTAL ORDER		

Method of payment (please circle) • Access • Visa • Cheque • PO

Credit Card No [ ] Expiry date [ ]

Please make all cheques payable in pounds sterling to Future Publishing Limited, and send the whole lot off to **YS Superstore, FREEPOST, The Old Barn, Somerton, Somerset TA11 7BR**. And you don't even need a stamp!

HYDRA



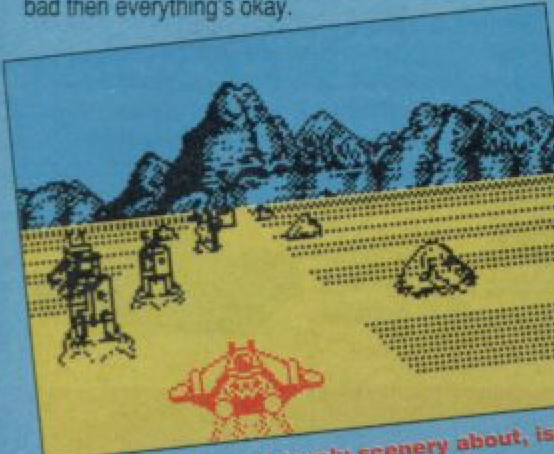
Domark (Tengen)/£12.99 cass



Andy **Let's face it, folks – these Tengen deals are doing Domark no favours at all. I mean excuse me for being so blunt, but, erm, they're completely crap, aren't they? *STUN Runner*, *Skull And Crossbones*, and now *Hydra* – we're talking turkeys of the highest order here!**

"Good grief" you exclaim. "Andy's on a bit of a rant!" And indeed I am. But with due cause.

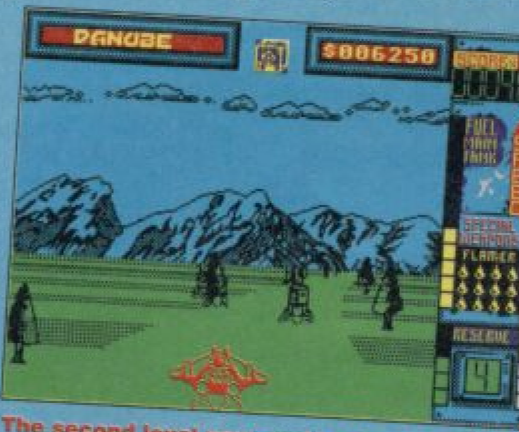
You see, every six months or so Domark ask Tengen if they can convert one or two of their rather successful coin-ops. The answer is usually yes, so long as they fork out for a couple of incredibly crap ones too. Yes, I know it sounds a bit dodgy, but that's the way it works – if the good stuff balances out with the bad then everything's okay.



Mmm. Not too much lovely scenery about, is there? (Oh, and those are blurry things coming at you are boats. Apparently.)

Except it's not! Because everything's turning crap! Take a look at last year. Why didn't *Klax* and *Robot Monsters* get Megagames? After all, they were supposed to be the 'golden eggs' of the pack. Instead they were just very good games, but slightly unoriginal.

And things are even more out of whack this year. Okay, so *RBI2* wasn't bad, but why did they cock up so badly with *STUN Runner*? After the event, everyone makes the excuse that it was an impossible conversion – but then why buy it in the first place?! As for *Skull And Crossbones*, Linda found it reasonably appealing (as she'll tell you over on page 54) but she managed to get to Level Six of an eight level game in no time at all.



The second level now, and we're all stocked up with rather a nice little flamethrower to fry the baddies with. Hurrah!

Nope, Domark are letting themselves down badly. Sure, they've got much better deals elsewhere (like the Incentive ones for *Castle Master* and *3D Contstruction Kit* – which is where they get their *real* hits from) but, so far as the Speccy goes, Tengen take up the most room. Meanwhile a budgie house like the Codies simply trash these conversions straight into the ground. And at £10 less a throw. It's a joke! (So get ready to laugh at this...)

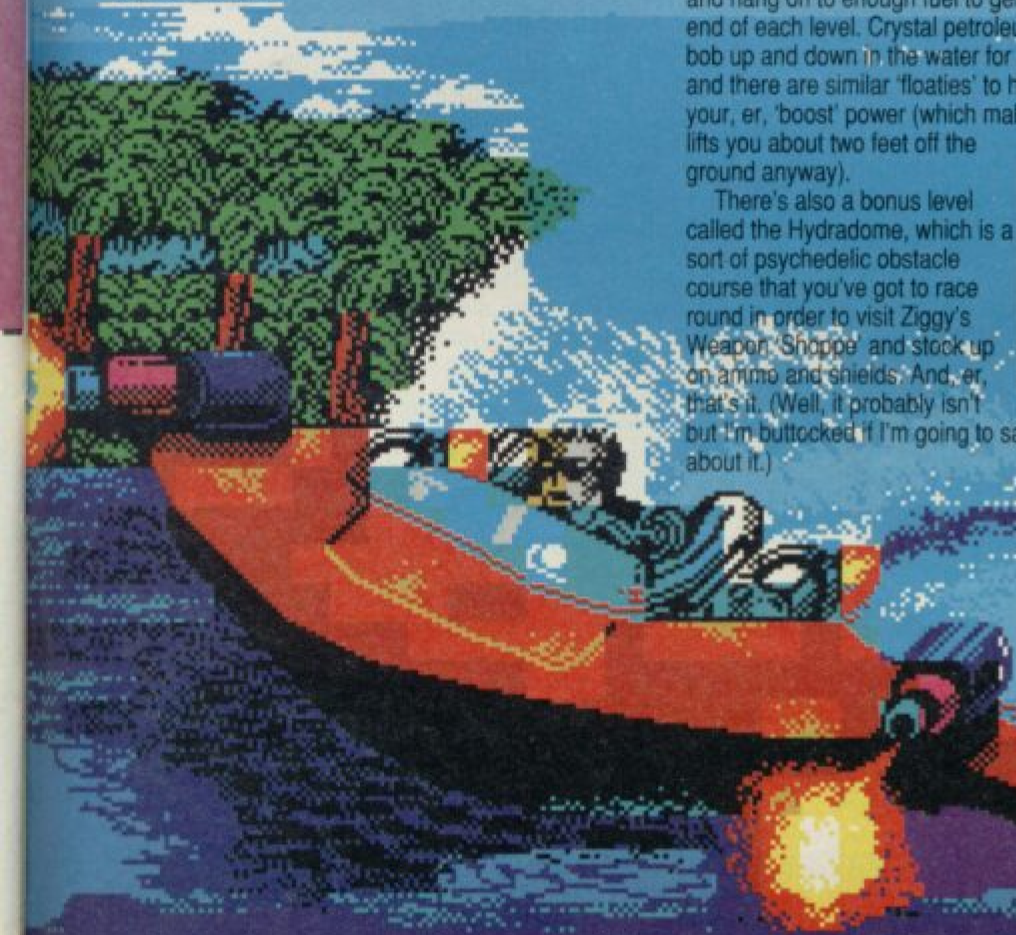
(Blimey! At last!)

Hydra wasn't exactly a corker in the arcades, and it blimming well isn't here either. You play a speedboat courier, zipping off round the world (and into the screen) to deliver lots of Top Secret packages.

There are nine missions (making up 31 levels), and the aim is to avoid being shot by international terrorists and hang on to enough fuel to get you through to the end of each level. Crystal petroleum pick-up thingies bob up and down in the water for you to scoot through, and there are similar 'floaties' to help you boost up your, er, 'boost' power (which makes you fly. Well, it lifts you about two feet off the ground anyway).



There's also a bonus level called the Hydradome, which is a sort of psychedelic obstacle course that you've got to race round in order to visit Ziggy's Weapon Shoppe and stock up on ammo and shields. And, er, that's it. (Well, it probably isn't but I'm buttocked if I'm going to say anything else about it.)



HOW MUCH IS THAT UZI IN THE WINDOW?

Once you've sleepwalked your way through the Hydradome you can go and spend lots of creds in Ziggy's Weapon Shoppe. There's a selection of lots of juicy ammo and it all looks something like this... *

ANTI-GRAV $15000	Speaks for itself really. Similar to the boost thingy.
SHIELD $5000	The shield enables you to'pass through' objects and not get blown up.
FLAMER $5000	Burn 'em!
UZI $10000	A perennial favourite, the uzi's got some pretty rapid cannon fire.
BOMBS $10000	Kaboooosh!!!
NUKE $15000	Nukes get rid of everything on the screen (no surprises there).
6 WAY $15000	And these trace the nearest baddy and kill 'im.

(* Not that you'll necessarily want any of it of course.)

Except that...

The graphics look as though they're only half finished (if that) and are pretty jerky. All the sprites are blurry and indistinct (except for your boat up at the front of the screen), and there's no attempt to reproduce any kind of river effect. (In fact, it may as well be a road – *Hydra* plays very much like a cruddy version of *Roadblasters*.)

As for any sense of speed and danger, well, that really is in short supply. The game seems to end when you run out of fuel which means it hasn't got the edge to keep you really involved, and certainly the first couple of levels are a cinch to get through.

Nope, there's simply nothing to recommend *Hydra*. For all it cares, it may as well have come out in 1985. (And the Speccy's progressed an awful long way since then.) So, er, let's just keep our fingers crossed for *Thunderjaws*, eh?

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
52°	45°	47°	60°

DIAGNOSIS
Completely crap Tengen coin-op conversion about speedboats. Don't even think about it.

49°

BATTLE COMMAND

Ocean/£10.99 cass

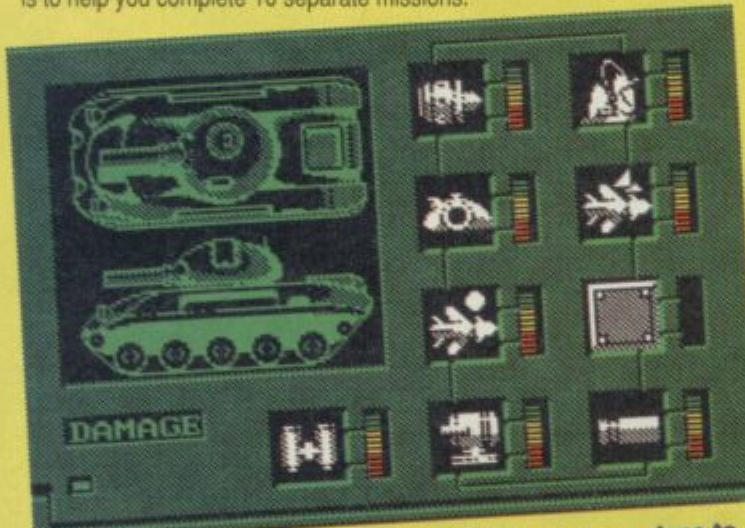


James Hmm, I've got an idea. Let's briefly zip forward to the distant future, shall we, Spec-chums? Okay, hold on tight. Whoosh! There, we've done it. Now let's see what's going down in the next century. Oh dear, there seems to be a bit of a war going on. Tut tut. You'd think in the future people would've sorted out their disputes properly, wouldn't you? But blimey – just look at that machinery!



Ooh. It's so dark and scary! Your infra-red shows a tank and a chopper buzzing around, obviously up to no good whatsoever. (So let's creep up and pounce on 'em, eh?)

In *Battle Command* you're given something called a Mauler. Basically it's a big tank with missiles, mines and a large gun that could have your eye out as quick as, erm, a very quick thing. This rather spanky bit of kit is to help you complete 10 separate missions. Sounds easy? Well just take that smile off your face right this instant, young man, because it isn't (well, not all of it). It's actually rather reminiscent of that prehistoric coin-op *Battlezone*. You move round a 3D vector landscape, peeping out of the front of your tank, targetting things and blowing them up. The problem is that many of them want to blow *you* up instead.



This is where you find out how much damage's been done to your Mauler. Mmm, not too much, by the look of it. (Yet!)

Tanks a bunch

So what happens then? Well, the first thing to do (after choosing the mission) is equip your tank. You'll need a turret with a 120mm gun and 80 rounds of ammo, but you can also select homing missiles, mines or cluster bombs. There's a fairly wide choice of other dangerous gear, all of which will certainly come in handy for different missions.

Once you've loaded up, you climb in and, yep, things all look pretty tank-like (as you'd expect, really). There's your radar display, a compass, weapons consoles and a speed indicator (as well as a load of other gubbins which will probably come in handy at some point).

Now, if you're ready for warfare, it's time to move out (they always say that in the best war movies). The first impression you get is that it's all very fast and smooth. You fairly tear around the landscape, spinning from side to side to avoid the scummy enemy swine who try to blast you with their missiles and shells. To get rid of them, just flick the tank onto the correct heading and open fire. If you've armed up with missiles yourself then they lock on automatically, and you don't need to bother keeping the target in view. This is seriously useful when you're surrounded and you've got to move fast.

All the vector graphics are done well, and anything you hit tends to



SKULL & C

Domark/£9.99 cass/£14.99 disk



Linda I'd make a really good pirate. I'm dead 'ard, you know. I could grow some stubble (or failing that, slap on the shoe polish!). I've already got an eyepatch and some raggedy trousers, so I'd just need a sword and a parrot after that. Yes, indeedy – it certainly beats being a lusty wench and getting tied up by rough sailors!

You probably know all about *Skull And Crossbones* already cos Andy megapreviewed it just a couple of issues back. But in case you were snoozing at the time, let me gently remind you. (And don't drop off again this time!)



What pathetic baddies, eh, Spec-chums? In two seconds time they'll all be dead (cos that's the kind of nippy pirate I am!).

Ooo-arrgh, me luvvlies!

Right, matey, you are now a pirate! As either One Eye or Red Dog you get to slash 'n' thrust your way through 8 ship and land levels picking up food, digging for treasure and crossing swords with pesky pirates, nippy ninjas and sabre-wielding skeletons. These hoodlums are the personal army of the evil Sorcerer who pops up at the end of every other level (the land bits) in disguise – and he's a dab hand with the old dressing up box. Par example, at the end of the 4th level (after getting rid of enough ninjas to fill a bottomless coracle) you come across a cross-legged Confucius look-alike. Don't be fooled, cos this peace-loving old gent turns into none other than Mr Master Ninja himself. Give old Conf a good going over with your ol' blade and whaddaya know? Mr Wiz? We meet again.



Don't worry, love! Ole Red Eye's here to save you! (And give her a coat to wear hopefully. She does look a bit chilly, doesn't she?)

A BEGINNERS' GUIDE TO PIRACY

Become a pirate in just ~~10~~ 8 easy steps – simply follow the *YS* cut-out-and-keep guide to piracy!

1) Get an old coathanger and saw off the hook bit. Hold it tight, pull your sleeve down to cover your hand, and voila – an ideal back-scratching device (and pretty good at scaring off very little children).
2) Get some pinking shears and cut your school trousers off so they're just below calf-length. Don't worry about cutting in a straight line – the more uneven, the better! (And remember kids, no shoes!)
3) Get a white shirt and ask a friend to hold one end while you keep hold of the other. Then both pull in opposite directions. If you haven't got a friend, then a dog will do just as well.
4) Tie a scarf (or maybe one of your dad's ties) round your neck. (Anything you wear should be covered in dirt first. It just makes things a little more authentic.)
5) Smear the lower half of your face with boot-polish – this looks amazingly like stubble! Cover the remainder of your features with dirt and rub lots of dirt and cooking oil in your hair.
6) Swords are quite hard to get hold of, but a reasonable imitation can be produced from cardboard and silver foil.
7) Run, screaming, down the road to the park. Remember to wave your sword about a lot. Get a boat out and there you go. You're a fully-fledged trainee pirate. Well done.
8) And, erm, that's it.



TTLE MAND





This choo-choo train's racing down the track a bit fast. (Probably cos it knows I'm about to blast it!)

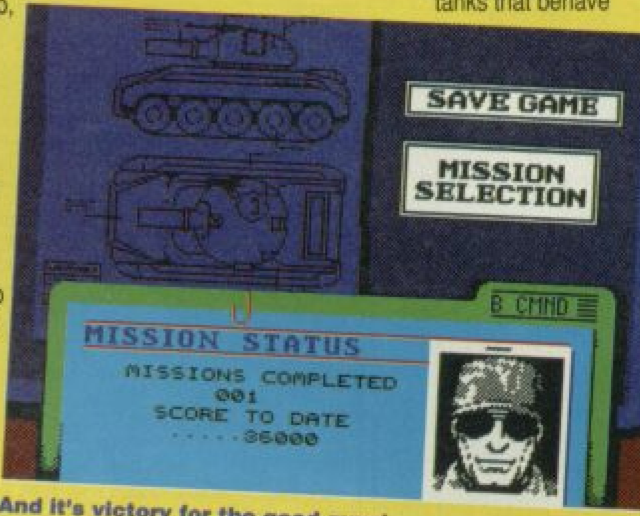


explode with chunks flying all over the shop. In fact, it's great fun motoring around just blowing up everything willy-nilly. Luckily the map and layout change with each mission, so you don't get bored with the same setting (and if you do, well you can just blow it all up, hem hem).

Shooting from the hip

So it may be very un-snail-like, but is it fun as well? The answer, Spec-chums, is most definitely yes (thank goodness). The enemy are fairly easy to take out one by one, but they still manage to get a hit or two in before you smash them into tiny pieces. What's more, the blimmin' cheaters tend to go round in little groups, so while you're taking out one, the others are sneaking off behind you to fill your behind with hot lead. Very painful indeed!

There's certainly plenty of action in *Battle Command*. Ten missions, loads of different weapons and enemy tanks that behave differently every time all adds up to more variety than a large chest packed full of very different things.



And it's victory for the good guys!

So – quibbles? Well, some of the missions are pretty easy as the enemy tanks can be incredibly stupid and just sit there, waiting for you to slam them with a few 120mm shells. And your tank seems to think it's much slimmer than it actually is — so you keep colliding with hills and buildings. But that's about it really.

Battle Command could just as easily be called *Battlezone '91*. The only big difference is all the new 3D stuff like trees and hills. And it's certainly good stuff. If the idea of big pieces of metal chewing up the countryside sounds okay to you then this comes highly recommended.

finalverdict — 86°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
84°	87°	85°

INSTANT APPEAL 84°

DIAGNOSIS Fast, fun and, er, flippin' violent. Some of the missions could have been harder though.

CROSSBONES

Dirty rotten scoundrels

End-of-level baddies aside, most of your adversaries are a bit hopeless, especially in the first 6 levels. You'll get onto the poop deck and suddenly about 7 nasty looking pirates appear. Eek! Time for a swift getaway.

But (and it's a big but) only one comes at you – so you get rid of him. And all these rotten scoundrels (instead of going for your throat like any self-respecting vagabond) simply line up, waiting to be stabbed in the stomach and go up in a puff of smoke. This makes the whole game a lot easier than it otherwise might have been and it's all a bit of a let-down. The best of the bunch are the ninjas. Dressed to kill (in black, of course) they come rolling silently behind you curled up into little balls. Then they uncurl and give you quite a bit of grief. How sweet!

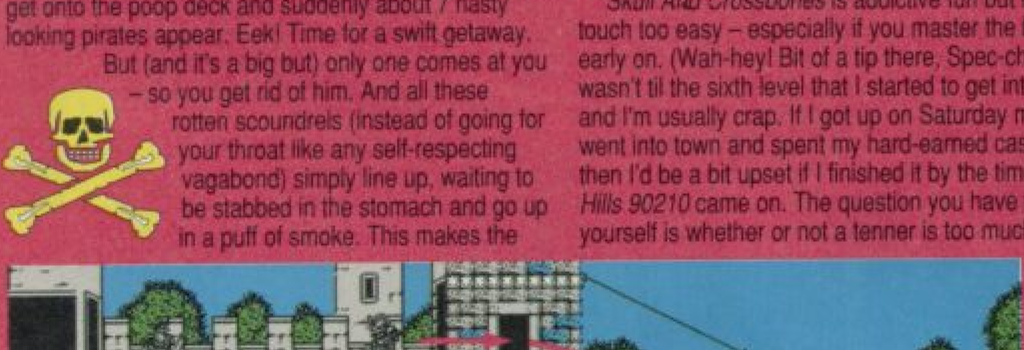
Time for a slash!

And now for another let-down – the graphics. The scenery is excellent and clear but the sprites, unfortunately, aren't. They blend into the background, as well as each other, so things get really confusing. There were points where everything was corkingly clear but then I'd move forward a bit and it was more a case of "Eh oop, where am I?"

Skull And Crossbones is addictive fun but it's a touch too easy – especially if you master the backslash early on. (Wah-hey! Bit of a tip there, Spec-chums!) It wasn't til the sixth level that I started to get into trouble, and I'm usually crap. If I got up on Saturday morning, went into town and spent my hard-earned cash on this then I'd be a bit upset if I finished it by the time *Beverly Hills 90210* came on. The question you have to ask yourself is whether or not a tenner is too much for a day's entertainment? And I think it is. If *Skull And Crossbones* was £3 I'd recommend it, but it's not.



And we see one of our pirates callously bashing up a half-dressed pensioner. What a star, eh?



Here's loads of screenshots of the second level all put together. Follow the arrows around, walking over dem bones to unearth lots of lovely treasure, like money and grapes. (And yes, we know it looks a bit odd in the middle but that's just the way it is.)

finalverdict — 72°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
70°	75°	80°

INSTANT APPEAL 79°

DIAGNOSIS Fun but facile coin-op conversion. A piratical slash-'n'-pick-'em-up with confusing sprites.

WIN! WIN! WIN!

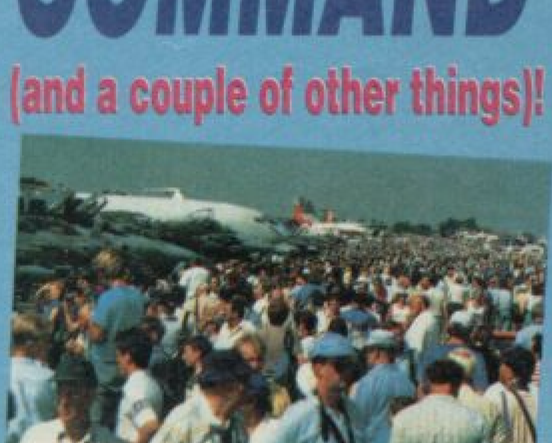
AN ENTIRE AIRFORCE!*

*To watch for a day At the Fairford International Air Tattoo 1991!



PLUS!

Copies of BATTLE COMMAND (and a couple of other things)!









Why is it that the military seem to get all the best machinery? Fun things like supersonic fighter aircraft and mean, powerful battle-tanks are wasted on those blokes with green suits and short haircuts - they're only going to blow them up in pointless wars, aren't they? We, the tax-payers fork out for these toys so we should be able to borrow them occasionally for our own use. (Hmph, it's just not fair.)

But if you want to get your sticky paws on some dangerous military hardware, don't write to *The Times* or *Jim'll Fix It*, simply play *Battle Command* from Ocean (which we've rather handily reviewed over on page 54). This kits you out with a Mauler tank, hundreds of shells, missiles and bombs to loose off, and a rather pleasant 3D landscape to motor through. It's almost as good as the real thing - and a fair bit cheaper!

Have a massive tattoo!

So what about some prizes then? Well, since *YS* has some pretty impressive connections, we thought we'd get hold a Chieftain battle tank to give away. But our very good friends at the MoD claimed they'd never heard of us and put the phone down rather rudely when we called. So that was the end of that idea.

And then we hit upon it - we'd give away loads of tickets for this years' International Air Tattoo at RAF Fairford! Hurrah! It's got nothing to do with tanks, but at least it's slightly 'military'. Basically, on 20-21st July, the skies 8 miles north east of Swindon will be black with fully laden warplanes performing dangerous stunts precisely above where you've left your car. And it's all going to be rather mega. And you could be there - completely free of charge!!

We've got 13 pairs of one 'young persons' ticket and one adult ticket (for anyone over 15 - so you can go off with your big brother or your son or whoever), and then as runner-up prizes we've got 10 spiffy copies of *Battle Command* (the game that puts YOU in control - of a tank, ahem), 6 Ocean T-shirts and 6 mugs. Brill stuff, eh? And remember, readers, none of it's available in the shops! (Except for *Battle Command* probably.)

So what do you have to do to win?

Absolutely nothing! Not a sausage! Except to answer (and send in) the following questions! Simply study our rather natty piccy of the aeroplane and tell us (if you can)...

1. What type of a fighter plane are you looking at?
2. Who's the rather tasty pop star who's flying it?
3. And what should the jumbled-up message on the banner be saying? (Hint - it's a well-known RAF phrase.)

Easy, eh? But we would say that because we set the questions. So just write the answers down on the coupon, stick it onto a small (oblong, square or rhomboid-shaped) postcard (of paper, papyrus or raw wood-fibre) and send it to the *You Wouldn't Get Me Up In One Of Those Things (Even If I Did Help Pay For It)* Compo at *YS* Compos, *Your Sinclair*, 29 Monmouth St, Bath BA1 2BW. And the closing date's July 10th (otherwise you'd probably never get there in time!).

RULES

* If you work for Future Publishing (or Ocean), or you're an American fighter pilot who can get into Fairford free anyway, then you can't enter this compo. The rest of you are okay.
* Andy's word is final (so no squabbling).
* And for goodness sakes' make sure it gets to us before July 10.

Easy as pie! I certainly haven't got my head in the clouds because I think the answers are...

1 ....
2 ....
3 ....

Name ....
Address ....
....
....
.... Zip Code ....

BARGAIN BASEMENT

Torch? Check. Helmet? Check. Ability to write incredibly informative and witty reviews? Check. (Sort of.) Say hello to RICH PELLEY & JON PILLAR.

TECHNO COP

Kixx/£3.99

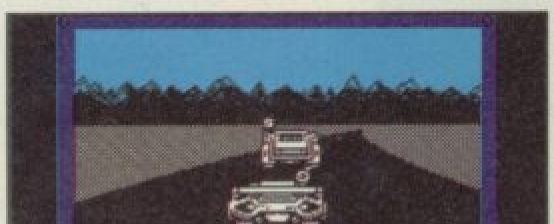
60°

Rich Ho hum. Another month, another Bargain Basement, another re-release.

Rather strangely, this game is actually two games in one – you alternate between a drive-'em-up (with shooting) and then a walk-about and shoot-'em-up. The idea, you see, is to drive along the smooth scrolling road shooting (or smart-bombing) the other cars, until your criminal-locater-radar at the bottom of the screen kindly informs you of a nearby crime. The car then stops in the middle of oblivion (there's no scenery to tell you where you are), and it's onto the next bit. Here you walk about a rather monochrome house in search of said criminal, killing (or not killing) the other baddies (or civilians) and picking up bonuses on the way. Complete this within the time limit, and you're then faced with two choices.

Option A is to load in the next level and then continue doing more or less the same again. A reasonably good idea you might think, until you consider option B (not bothering) and realise that this might offer just a little more entertainment. I really didn't think *Techno Cop* held much water in comparison to the high standards of many other budgies available at the moment. Both parts of the game are okayish and play well to begin with, but as little changes (you simply interchange between the two sections) they soon become monotonous and unenjoyable. Essentially, if we were to introduce an award for duffer re-release of the month, then this game would no doubt be sitting nervously in the audience wondering if it was going to win.





"Vroom vroom vroom," to coin a phrase.

SDI

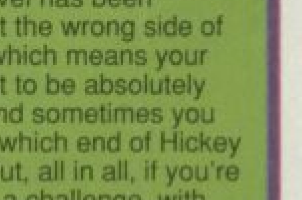
The Hit Squad/£2.99

64°

Rich *SDI*, eh? Could it be an excuse for a full-blast strategy game crammed full with all sorts of laser-spitting satellites and nuclear retaliation scenarios? Thankfully no, since I'm happy to admit that I'm as terminally useless at strategy games as the next man (the next man being Andy – he's pretty crap as well).

So discovering that *SDI* is nothing more than a mere shoot-'em-up seems to me a very good reason for wild rejoicing in the streets. In truth, it's nothing more than a rewrite of that old timer *Missile Command*. You manoeuvre a small satellite about taking out baddies and, more importantly, nuclear warheads which just happen to float past, with a handy cursor controlled laser. Missing one of these warheads results in another bit to the game which involves protecting earth from a shower of splintering warheads. Gasp as your satellite manoeuvers deftly round the screen! Scream with tension as you switch to control of the cursor and blast away at an incoming ICBM! Collapse sobbing over the keyboard as your satellite gets hit by an unnoticed bullet at the same time... well, that's life.

It's sounds like fun, and it is full of nice touches, but the only




SDI – the game I've just failed to write a witty caption for.

FROST BYTE

Micro Value/£2.99

70°

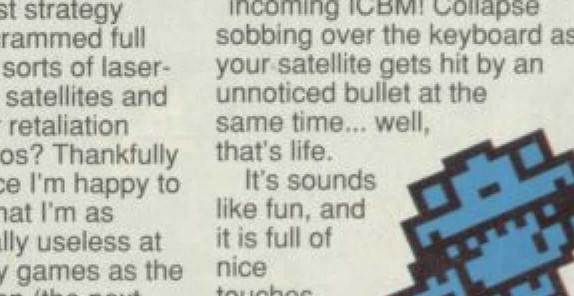
Jon Why the cover illustration for *Frost Byte*'s got a dirty great barbarian swinging a sword round his head is anybody's guess. You actually play a rubber tube called Hickey. This tube has the conversation-stopping ability of moving end-over-end like one of those Slinky springs, as well as being able to jump, eat sweets and fire bullets. And by gumbo you'll need all four because, if the truth be told, you're in a fair bit of a pickle.

On the ice planet of Cosmia, five of your fellow Kreezers have been kidnapped, and you've got to stop their horrible captors from turning them into Slinky Pot Roasts and gobbling them up. You therefore have to 'slink' your way across the platforms of each flip-screen level (one level per pal), avoiding (or shooting) the nasties and reaching your chums before you run out of Twang (which isn't a revolutionary new deodorant, just the units of Cosmian time).



Yes you guessed it, *Frosty*'s a platform maze game. And despite its age, it's actually not at all bad. The graphics are colourful and well drawn (if a tad flickery), with varied and increasingly bizarre nasties. The sound's pretty good too with a nifty title tune. Hickey himself is one of the great all-time great cute characters – it's hard to believe a yellow tube could exude such personality, but your heart goes out to him as he plods cheerfully on, no matter what.

On the down side, *Frosty*'s difficulty level has been pitched just the wrong side of annoying which means your timing's got to be absolutely spot-on. And sometimes you can forget which end of Hickey is which. But, all in all, if you're looking for a challenge, with some pretty meaty levels and a fair bit of strategy, then you could do a lot worse than have a nibble at this.



Do you think he's stuck? He looks as though he might be in pain, doesn't he?

real snag is that it's all a bit simple, monotonous, and dated, even though it's only two years old. Perhaps I'm having a bad month or something, but although this was fun for a while, I'm afraid that even if it asks nicely, I can't give it any more than 64°.

MULTIMIX 1

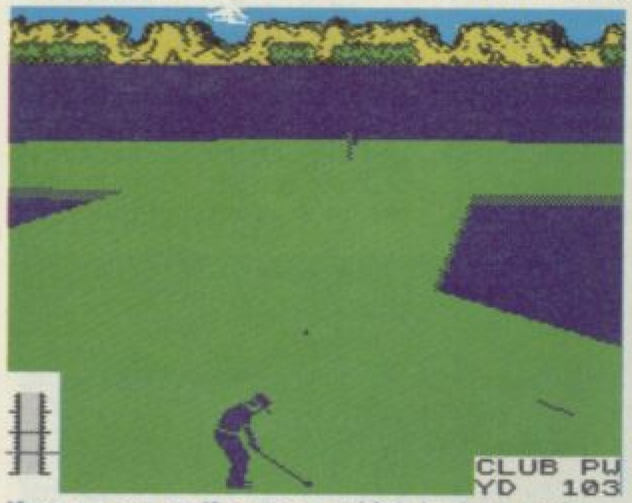
Kixx/£4.99

83°

Rich This is the first of a Multimix £4.99 series of three games from those people at Kixx. Except it isn't. Well, it is but it's just that in fact all it is is *Leaderboard Part 3* – a compilation from ages ago which consisted of three original golf games (*Leaderboard*, *World Class Leaderboard* and *Leaderboard Tournament*), now as a compilation once again re-released for a fraction of the price (only in a slightly smaller box).

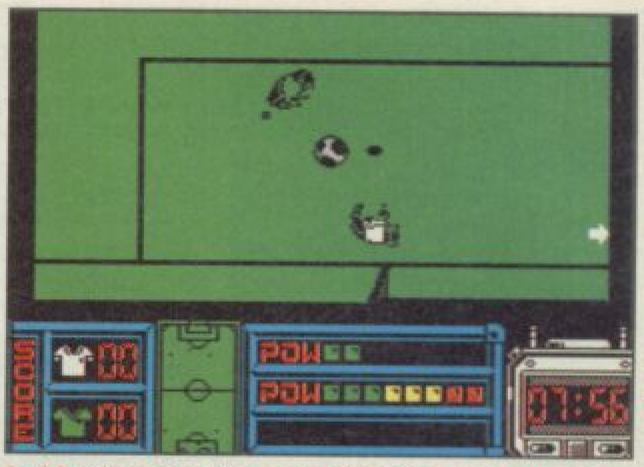
But, come to think of it, calling it a compilation may disillusion you slightly. Admittedly, there are three separate golf games, but the only real difference in them are the courses. "No less than 12," boasts the cassette inlay and there's no disputing that, but it's just that the three games aren't actually ridiculously different from each other.

The good news about all this though is that all three *Leaderboards* are all three bits of three corkers (even if they are ever so slightly dated). You play 'into' the screen, as shown in the screenshot over there, with, hello again, the screen (eventually) updating itself in between shots. All you have to do is to select the appropriate club, take note of the wind and slope if necessary and, with careful fire-pressing to set the power and swing, off you go. Around 18 holes. For 12 courses (spread over the three games). Whether or not you'll get bored before you've finished is anybody's guess, although if you were playing it as a multiplayer it does pump up the fun a bit. These are unquestionably "the best golf simulators of all time" so conclusively this must be "the ultimate golf compilation", although don't quote me on those last two points because, erm, I just copied them from the back of the instructions.



Here we are on the green, which (unless you're reading in black and white) you can no doubt see from the colour of things.





And here's a screenshot with even *more* green! Blimey, let's get onto the next page quick!

GARY LINEKER'S HOT SHOT!

Kixx/£3.99

62°

Rich This is actually the middle game in the series featuring "the man with possibly the nicest legs in football" (as I once overheard two women debating on the bus), the other two comprising of *Superskills* (a boring old waggler) and *Superstar Soccer* (a flip-screen soccer jobby) which was, well, just try spelling 'park' backwards.

Hot Shot!, however, is a far more modern overhead-view 'control one player at a time and another

MERCENARY

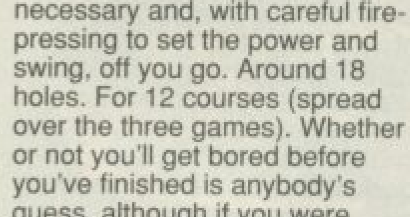
Novagen/£2.99

99°

Jon I enthused over *Popeye 2*. I dribbled over *Driller*. But this is it. This is the Megagame amongst Megagames. Crispier than a family pack of Salt 'n' Shake. Faster than a speeding bullet with nitro injection. Bigger than gargantuan Tom, the insatiable pie eater of Norfolk town. The smoothest, swankiest, spankiest Speccy happening since the Speccy happened. Yes! It's *The Great Space Race*! No, hang on, er... it's *Mercenary*. Yes!

After flying your ultra-expensive ship into the planet of Targ and smashing it to bits, you find yourself stuck in the middle of a war. On one side there are the Palyars (hurrah!) and on the other the Mechanoids (boo! hiss!). As a mercenary you owe allegiance to neither, so although the Palyars offer you "gainful employment" you're free to double-cross whichever side you want (and as many times as you want!).

You view Targ as a 3D vector graphics model (courtesy of Benson, your computer). And here's the surprise. Before you start scoffing and moving onto the next review, let it be known that these graphics are fast. Very fast. In fact, you won't believe it. Walking around the animated landmarks (radars, suspension bridges, hangars, etc) is stunning enough, but when you're buying a ship then it really takes off. Climb to 20,000 metres and see the city laid out beneath you. Dive and strafe the ground installations (which don't explode, but just collapse). Fly upside-down under the bridge at high speed and, erm, crash. It's all pretty amazing really (and you never get to die).



There's the, erm, sky, and there's the, er, ground. Basically.

But what about the game itself? Well, as I said, the Palyars want to hire you to stop the Mechanoids and vice versa. How you want to play it is up to you, but in one game I razed half the city, did a spot of gun-running for the Mechanoids, gained their confidence, then kidnapped their leader and sold him to the Palyars. Hurrah! And that's only scratching the surface – there are lots of objects to pick up and find out a use for too.

Although you're free to do as you please, gameplay is effectively split into 3 sections – ground-level and above (bomb/search the city); subterranean (Targ is criss-crossed by a network of corridors, rooms and transporters); and – if you can soup up a ship to reach it – the Palyar Colony Craft that's orbiting the planet. (I once fell off this one and spiralled 65,000 metres to the ground!)

Flit between the 3 'zones', manipulate objects, strike deals and then cheat on them – all the while working towards your ultimate goal, to escape from Targ. (So that save-game option might just come in handy.)

I don't normally go loony over a game but *Mercenary* is quite simply perfect. It looks wonderful and plays seamlessly. It's got addictive qualities that are probably illegal in certain countries. And it's all wrapped up in a terrific plot with quite a nifty spread of humour. The inlay card says it's "a unique combination of flight simulation, adventure and arcade fun". And it's right. *Mercenary* is The Best Barg. Ever. Go and buy it at once, you lucky people.

YS MEGAGAME



Okay, so it's not the most exciting looking game this month – but since when did vector graphics ever look good standing still?

player can join in with the fun if he wants as well' affair, which, despite its moniker, has nothing to do with Gary at all. It strives to be extremely realistic by sticking as closely as possible to 'the book' (the one with all the rules in it, that is), so fouls, bookings and free-kicks are all here, along with lots of moves including sliding tackles, flicks and overhead kicks. In fact the only thing the game doesn't try to do is to be any good. Well, it probably does try but it just lacks that certain something which makes a football game work well. One problem is that it's not surprising to find the screen completely void of any players at all – let alone a member of your team. And then when you do get the ball, actually successfully dribbling or kicking it without giving it to the other side is all far too tricky to make the game playable. It's not too bad, but when you take a brief look at the other 9,723 billion football games on offer, a vast quantity of which are also available on re-release, then I'm sure you'll see what I mean.

4-MOST HORROR

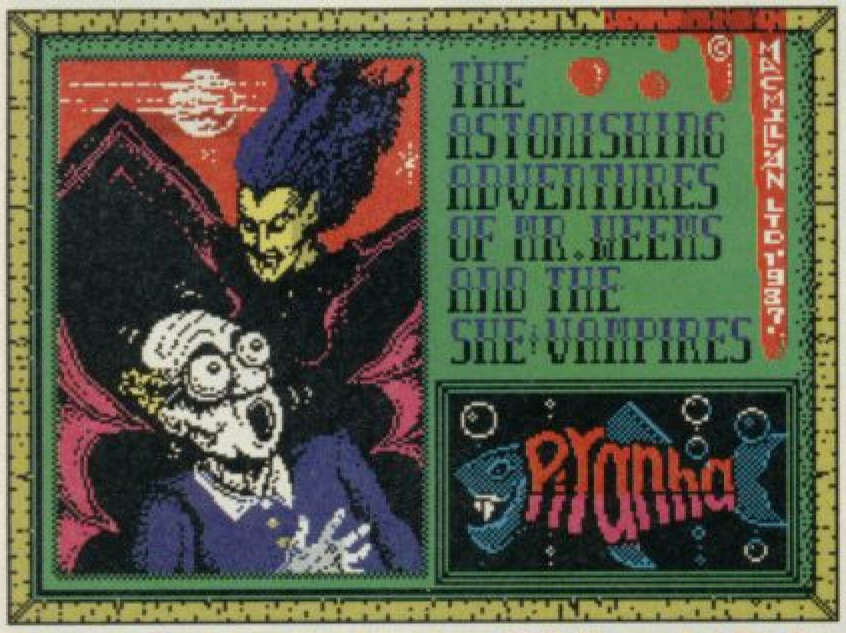
£2.99/Alternative

53°

Rich The title to this one reveals that this is a compilation of four games loosely based on famous horror thingies. The screenshots and captions on the back of the inlay reinforce this by actually telling you that you get *The Rocky Horror Show, Nosferatu The Vampyre, N.E.I.L. Android* and *The Astonishing Adventures Of Mr. Weems And The She Vampires*. What it doesn't tell you though (unless it's in ridiculously small print) is that none of the games are actually any cop.

Nosferatu is a well-programmed and nice-looking 3D isometric game in a *Head Over Heels* mould, but falls down rather badly due to the lack of any decent puzzles to solve. *Neil Android* is another 3D game, and probably the only 3D isometric game to actually be a shoot-'em-up – you have to walk around shooting aliens, which seems fun at first but the novelty wears off far, far too quickly. And then there's *She Vampires*, a rather chronic and dated *Gauntlet* clone which is harder to play than trying to get a good quality ring in Ratners. And then there's *The Rocky Horror Show*, an absolutely antique 3D (ish) arcade adventure (circa 1985) featuring unnervingly bad graphics and absolutely no game whatsoever. This would be the traditional duffer of the pack, if it wasn't for the fact that, well, all the games are duffers really.

You could look at it and think "Well, I'm only paying around 70 pence per game", in which case it looks like a bit of a bargain. But then you begin to wonder why they're selling these games off so cheap. It's because they're all somewhat rubbish. I'd say that you'd be much better of buying one better budget game instead, or alternatively 299 Cola bottle chews or even those really nice aniseed ones which make your mouth go all black. *(My fave! Ed)*



This one's *The Astonishing Adventures Of Mr Weems And The She Vampires* – a game which gives a whole new meaning to the phrase "well it's not particularly good really".

JOCKY WILSON'S COMPENDIUM OF DARTS

Zeppelin/£2.99

83°

Jon In the tradition of *180°* and *Wacky Darts, Ockey Jocky* is a lighthearted darts game. As with the others, there's a two-player option and a 'bobbing dart' control method to simulate the difficulty of throwing accurately after drinking 12 pints of Tetleys (that's the beer, not the tea).

What makes this one special is that it boasts 5 other darts variations. These are *Scram*, where one player tries for a high score before the other eliminates the board sectors; *Dart Bowls*, where you attempt to throw closest to the jack dart; *Ten Dart Century*, where you have to score exactly 100 in 10 throws; *Shanghai*, where scoring is restricted to one sector; and *Football* where you hit the bull to start and then score goals with doubles. A step up from the 'round-the-clock' option, and no mistake.

The graphics are colourful and jolly, with a neat caricature of Jocky and lots of nifty touches like the spinning coin that



Drink 15 pints (for double vision) and then aim accordingly.

PASSING SHOT

Encore/£2.99

90°

Jon Back in the days when keyboards were rubber, there was a Speccy tennis game called *Match Point*. It seized the title of top racqueteer and has held it right up to this present day, fending off the likes of *3D International Tennis*, and...um... (sounds of pages being rapidly turned) a couple of others. But now *Passing Shot*'s appeared (well actually, it's been re-released, but you know what I mean). And, to put it simply, it's very, very good.

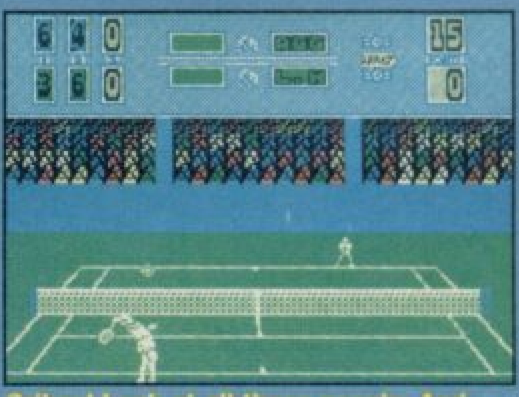
It's a one or two-player arcade conversion, viewed from above (but with head-on perspective for serving – more on that later). One neat touch is that the second player is the doubles partner of the first, so you can team up against the Speccy for a change. There are 4 types of shot (lob, flat, top spin and slice) and with a bit of practice you can soon hold your own against your computerised opponents. The graphics are small but smooth (although the overhead view means it's difficult to keep track of who's who in the doubles game) and, all in all, it's very professionally polished.

On the minus side, the difficulty levels are a bit cosmetic. They just specify how fast the players can move, with the Speccy following the same tactics throughout (ie always going for the ball). But this does mean that the gameplay is always kept brisk, and I find it's more enjoyable on the fastest setting anyway. (So there!)

Also, the head-on perspective when you're serving is all a bit redundant. It's supposed to provide a clearer picture, but as the ball flashes when it's at the correct point in mid-air I have a sneaking suspicion the whole sequence is just there to break up the overhead views and show off some superior graphics. Still, this is more of a grump than a proper complaint.

And there you have it. Fast and furious, great for one player and excellent for two. And with a few extra brownie points for making the game a mixed doubles match, I'd tot that up as, ooh, a *Your Sinclair* Megagame. How's that for service?

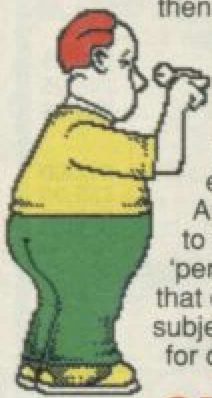
YS MEGAGAME



Crikey! Look at all those people. And they're all watching you. Ooh, I'm shy!

decides who throws first, and the way Jocky's darts actually hit different parts of the board in the animated bit. The game is certainly harder than both *180°* and *Wacky Darts* (Jock's no pushover, even at the Pub Standard level) but at least you get a running total after each throw (unlike *WD*).

If you're a darts fan, then this is probably the game to get. It offers a stiff challenge, and the extra options make it a barg, even for a barg. And it's refreshing to see a 'personality' licence that doesn't take its subject too seriously for once.



GREAT GURIANOS

Encore/£2.99

35°

Jon We've had bad conversions of good arcade games and great conversions of great arcade games, but here's that most rare of beasts – a good conversion of a game that only a mother (or Gerald Ratner, again) could love.

Gurianos was the kind of machine that lurked at the back of the arcade and no-one ever played. They just stuck their drinks on it instead. Elite got lumbered with it as part of a package of Taito titles and it popped up briefly on a minor compilation before, um, popping off again. But now it's back (sob sob). You play GG himself, and the idea is to lope from left to right (you can't turn back, or even round), slapping down flying objects with your shield and poking evil knights with your sword.

The Speccy version is actually quite stylish, with very large, clashless sprites ambling along a swiftly scrolling corridor. It's just that there's nothing underneath the graphics. Fighting is supposed to consist of strategic hacking and parrying, but it boils down to a straightforward case of the waggles between the 3-sword and 2-shield positions. Lose and you're out. Win and it's onto the next barrage of objects and the next knight. And that's it. Some objects replenish your energy or equip you with armour, and the knights get nastier as you go, but the pace and gameplay remain exactly the same. Plod, plod, plod, grunt, slap, plod, slash, aarghh! Plod, plod etc. If you really need a barg hack-'n'-slash, go for *Barbarian*. It's more gruesome and certainly a lot better than this hollow offering.



The Great Guriano battling against, erm, some flying things.

KENNY DALGLISH SOCCER MANAGER

Zeppelin/£2.99

85°

Jon It's not hard to see why this was a 'Number One Bestseller' (as the inlay card so proudly puts it). Compared to the usual collection of sluggish number lists, *Kenny's* snazzy graphics and icons must have been a wonderful surprise. At heart, it's a competent management game (featuring scouts, transfers, cup competitions, formation strategy, finance etc) but with a slinky presentation that makes all the difference.

One boon is that you dictate the speed of play. You can choose to see either the full results or edited highlights (which are a sort of updated version of the *Footy Man* goalmouth sequences), as well as opting for detailed information about each team member or just the bare bones.

There are also a quite few good ideas in the game itself, like the option to replace a booked or injured player with anybody else from your team. My personal favourite though is the boardroom icon. This is where you can check up on the team via the physio and the coach, ask the scout who's up for grabs in the player market, find out from the accountant how you're doing financially, beg the bank manager for a loan, and finally quail before the chairman as he demands to know why you're *still* in the 4th division!

There are only two problems. First, when you're clicking speedily through the various icons it can be all too easy to miss an important message, such as a player having been injured. And second, no matter how badly you do and how low the chairman's confidence sinks, at the beginning of each season it's replenished, so he never actually fires you. (A bug?)



But these are only tiny points. Purists may frown upon the icons and graphics (and speed!) but by and large it's pretty hot poop. Go buy.



And here's one of those dinky graphic screens in full. Here you can choose your team, what type of coffee you like to drink etc etc.

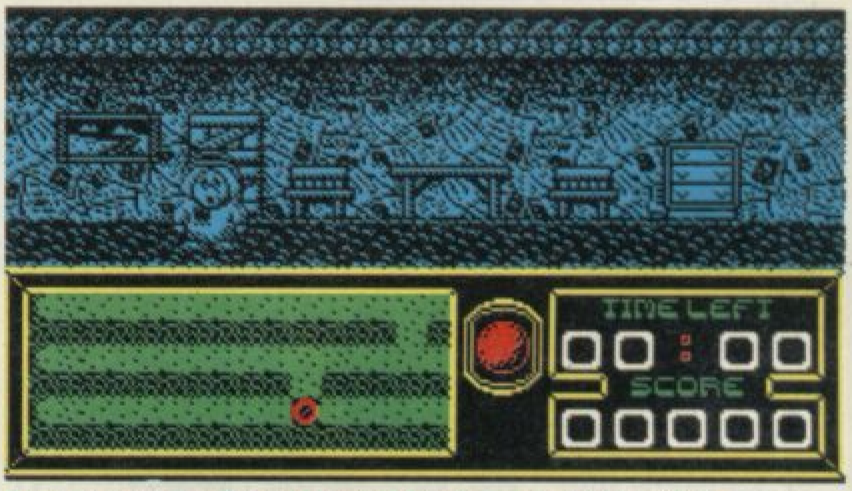
THE WOMBLES

Alternative/£2.99

63°

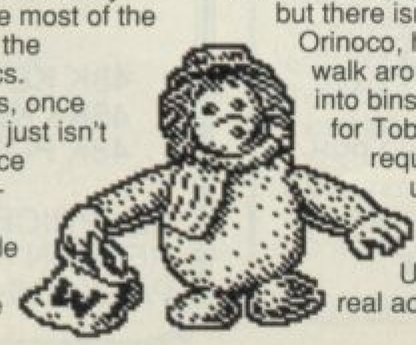
Rich Apart from providing a rather unfortunate opportunity to crack lots of crap 'Womble' jokes (What do you call a Womble with a strange tropical disease? Uncle Malaria. What do you call a Womble with no hair? Uncle Bald Area etc etc), unfortunately this Womble game also allows us to have yet another go at Alternative for accidentally forgetting to write most of the game to go with the cartoony graphics.

The problem is, once again, that there just isn't enough substance to the game. Un-spookily, it's a flip-screen arcade adventure, and here's where the problems begin. You don't find your way around by taking note of the scenery (it doesn't change a lot) as much by following a little map at the bottom of the screen. This would be fine if there was enough action to keep you interested, but there isn't. All you, as Orinoco, have to do is to walk around putting litter into bins, locating objects for Tobermory when requested and ultimately finding a copy of *The Times* for Great Uncle B. The only real action is whether or not you can do these fast enough, as failing will lose either energy or the game. You also have to avoid Wellington as he indirectly causes you to lose energy. And as I've mentioned it's all rather boring.



Here we have the Wombles – certainly not one of Alternative's finest five minutes 53 seconds (which, incidentally, is how long it takes to load).





However, in true journalistic indecisiveness, I'll just point out before I go that this game is far from being completely tragic. It's just it hasn't got enough going for it to deter you from buying one of the other far better budget games around instead.

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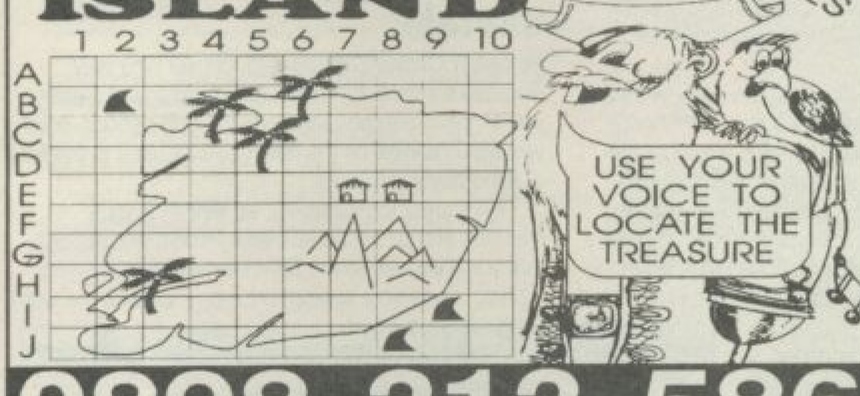
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CRICKET CAPTAIN



D&H Games/£10.99 cass



James Cricket is the ideal sport for lazy people. Just think about it – you get paid to stand around in the middle of a field for a few hours, getting a suntan and occasionally having to jog after a ball that gently rolls in your general direction. What a life! Every so often you have to make a bit of an effort and do some batting or bowling (or shouting "Howzat!"), but for the most part it's pure loafing heaven.

So what better game to convert onto your Speccy, eh? All you need to do is get an extension cable, go outside, then play this game in a suitable field – you can enjoy all the excitement as if it was the real thing. Hurrah!

Summer night's cricket

And with a summer (of sorts) upon us, D&H Games thought a cricket game might be just the ticket. Better still, they decided to go for one with graphics (of other sorts). But hold on! Before I go any further I should point out that cricket and strategy games are, for many people, the 2 most boring things on the surface of this planet (so if you fall into that category then you'd better not read any further because you might die of utter tedium).

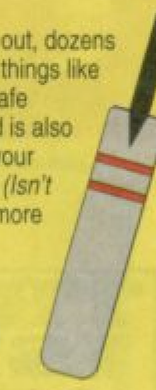
Right. Now I've only got the interested people left. Gather round. In *Cricket Captain*, you are (guess what?) the captain and manager of a cricket team. This means you can hire and fire, choose and use, pay and display *(? Ed)*. And when you're happy with your squad, it's time to do the 'standing around in a field getting a suntan' bit.

This consists of looking down on the pitch, with very small blobs representing the peeps involved. If your team is batting you just have to sit and watch as the bowlers chuck spinners at your guys. A line is then drawn from the bowler to the batsman, with another line showing where he hits the ball. If it goes through a fielder, you're caught. And if it reaches the edge of the pitch it's 4 runs. Easy-peasy stuff, but if you're a cricket fan you could get hooked.



D&H have speeded up the action (phew!) so while every important shot is shown, the boring ones aren't, so the overs tend to zip by very quickly. It's a sort of highlights-only system. What it means is that a full Test Match takes about a quarter of an hour to play. During this time you can change your batting order and your bowlers, and also move the fielders around.

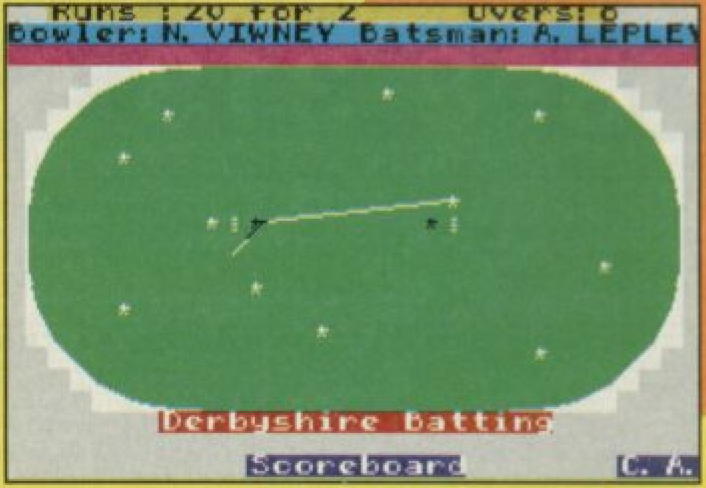
What is impressive is the accuracy of the programming. It includes all the possible ways of being out, dozens of different shots to play and even silly things like dropping the ball when it should be a safe catch. And the way the runs are scored is also very similar to the real thing, so when your best batsmen approach their centuries *(Isn't that a bit old? Ed)* you'll get more and more excited until you let rip with a huge "Hurrah!" when they make it.



All aboard, (Cricket) captain!

So really, *Cricket Captain* is for cricket fans only. Surprise surprise. It has the disadvantage of making you sit there with nothing to do for long periods, but if you watch cricket on the telly you'll be used to this kind of thing anyway (yawn).

There are 2 tournaments, as well as league matches and all the usual management-sim options that you'd expect from a D&H game (buying players, training, swopping, spying, bribing, you know the stuff).



Derbyshire are 'in'. (Er, this doesn't mean that they're trendy or anything – they're just trying to hit the ball.)

EUROPEAN SUPERLEAGUE

CDS/£9.99 cass/£14.99 disk



Linda I know it's a terrible thing to admit but I've never been to a football match in my life! Dreadful, isn't it? But that's why I'm doing this review. Y'see, according to CDS, *European Superleague* is the biggest and the best football management sim ever in the history of the world – so Andy said it'd be as good a place to start as any. Mmm. I'm not convinced. But let's have a look anyway.

Ooh, I don't know how you manage!

European is played out with the old menu and cursor method so it's pretty easy to pick up. As the new manager, you take over the team's account and sqaud files. You've got 20 players whose various abilities change throughout the season and so it's up to you to pick and change the squad at various junctures so you can go on to win the Superleague. To do this you have to beat 7 other teams.

And it's a hard slog all the way. The chairman's always keeping a watchful eye over you, and if you're really awful then you'll be called into the boardroom – eek! (His tolerance level depends on which level you choose to play at – in the first he's very nice and in the third he's a right bast. To keep him sweet, simply win a few matches!)

How to win matches



In the days leading up to a match there's plenty to sort out with the press, the trainer, your secretary, the groundsman, your scout and the other managers. All your contact with people is done over the phone or the intercom (which both make very nice buzzing noises!), unless you go out for a training sesh with the lads.

Of course, the most important thing is to get your team in shape. This means giving them loads of training and arranging meetings to work out which tactics you want to adopt against which teams. You don't actually get to play the matches (like *Kick Off* and *Gazza 2*) which is a bit sad, but you can alter your tactics and make substitutions.

So what did I think of my first proper footie 'experience' then? Well, I didn't find it that addictive. But then that's probably because I'm not incredibly into these management things. It's very long and very difficult – which is why it'll probably appeal to so many enthusiasts. And it's not just the size that makes it stand out (oo-er) – there are lots of neat touches too, like the little pics of the team and

Wall chart League table.

Diary Tells you what you've got to do today (and for the rest of the week).

Telephone Bring! Bring! Call the press, the training ground or other managers.



Intercom Call your secretary to make appointments, or tell her you're going out for a couple of hours. (Or instead, try the groundsman or your scout if she's out for lunch and you fancy a quick natter.)

Filing cabinet Useful files on fixtures, squad info, accounts and team formation.



The scoreboard, showing what stupid names cricketers can sometimes have (as well as who's in and out. Oo-er).

So it's not all sitting there twiddling your thumbs – but a lot of it is. All in all, it's not that different from the real thing. If I were you I'd stand up, strap on your pads and go out and do exactly the same but in the sunshine instead.

finalverdict

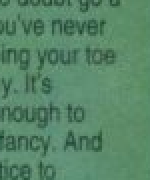
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
73°	62°	64°	61°

DIAGNOSIS

If you like management sims and cricket, this might 'bowl' you 'over', but the appeal is limited.

67°

all the other characters you come across (which are a nice surprise). And it certainly comes up trumps in the way you can interact with the other players and members of staff. So – not perhaps the intro to footie that's going to make me a die-hard fan for the rest of my life, but all in all (and for all the rest) really quite good.





I've just sorted out the training schedules, so I'm off back to the office. Bye, lads!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
80°	79°	74°	80°

DIAGNOSIS

Easy-to-pick-up footie management sim, with more life than most, and plenty of clever touches.

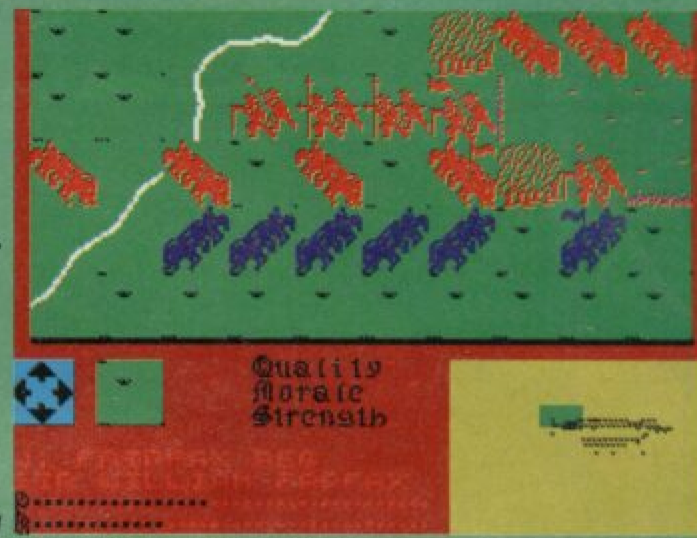
80°

CROMWELL AT WAR 1642-1645

CCS/£10.99 cass



James History, eh? Who needs it? I managed to become an incredibly successful Games Editor whilst only knowing one date in history. And that was 1066, when Queen Victoria had his 8 wives executed, and went off on a crusade against the Welsh. See, it's all the history you need to know. ***(Actually history is really interesting and cool, and will get you a much better job than being a crap computer journalist, so stick at it, kids. Ed)***



The Parliamentarians in red are being attacked by the blue Cavaliers. (Oi! Stop using cars on the battlefield!)

Anyway, in the olden days when we had wars we didn't namby around with laser-guided weapons and poncy battle-tanks. Oh no. What tended to happen was that several hundred very hard men would find a pub car-park big enough to hold them all, and then bash it out with halberds and pikes (and other freshwater fish). And this, rather spookily, is more or less exactly what happens in CCS's *Cromwell At War.*



Ye Olde Battle-Tyme

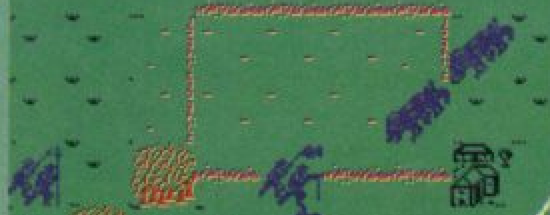


The first thing you've got to do is choose which side in the English Civil Punch-Up you want to be on (if you don't know anything about it, I'm not going to tell you. Go and look it up). The map you play on is pretty huge, so CCS have provided a sort of medieval radar scope thingy to tell you where everyone is. On the main map all the men are shown, as well as woods, rivers and villages. The general (general, geddit?) idea is to give orders to your troops every turn. You need to call a messenger (no walkie-talkies here!) and, once he's run off, you have to wait until he's told the units what to do before they act. Then you sit and watch as everybody moves and fights and then (if anyone's survived) you give a load more orders.

Not that you're always in control, mind. Sometimes the units themselves decide they know best and do whatever they want anyway. This usually happens when their morale levels drop, whereupon they tend to do a kind of 'running away as far as possible' manoeuvre, and can't be controlled again.

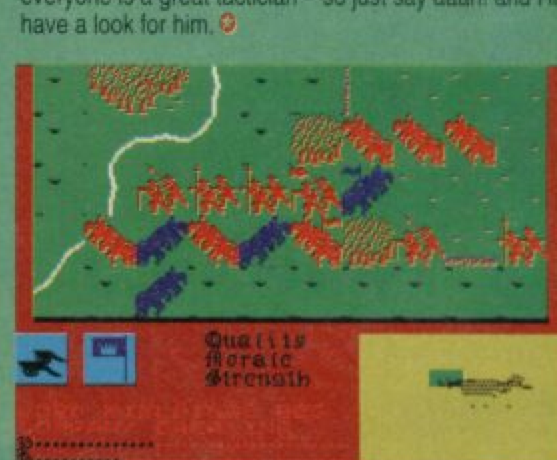
Not-very-Civil War

Each piece of combat in *Cromwell* is run separately, with battle reports flashing up now and again to keep you informed, so it all takes quite a while to play and isn't the kind of stuff you need to get really fired up for. (So just settle down and stick that Walkman on your head.)



Mmm. The Cavaliers are all gathering around that village. Perhaps they're off to the pub, eh?

And it's certainly very tactical. Serious wargamers (or alternatively anyone with a beard) will no doubt go a bundle on it. But by the same measure if you've never tried this type of game and quite fancy dipping your toe in the water then it's as good an intro as any. It's impressive and accurate. It's also flexible enough to allow you to play virtually any strategy you fancy. And all you really need is patience, a bit of practice to master a slightly finicky control system and a decent strategical brain. After all, they do say that inside everyone is a great tactician – so just say aaah! and I'll have a look for him.



Come on you re-eds!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
72°	63°	67°	62°

DIAGNOSIS

Solid and playable wargame. Could serve as an okay intro to the 'genre'.

74°

FUTURE SHOCK

Starring (in alphabetical order)...

RODLAND

Storm

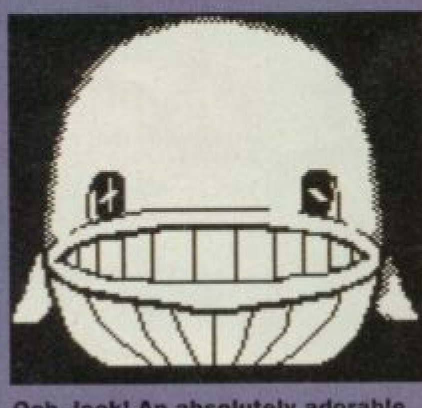
Oh dear! It looks like we're a bit thin on the ground this month, doesn't it, folks? But never fear – *Rodland*'s here! And as you might have guessed from that rather silly-looking whale on the right, Storm's first title since the inaugural *SWIV* is a cutsie 2-player platform game in the fine tradition of *Rainbow Islands* and *Bubble Bobble*. Hurrah! (We know you love 'em really!)



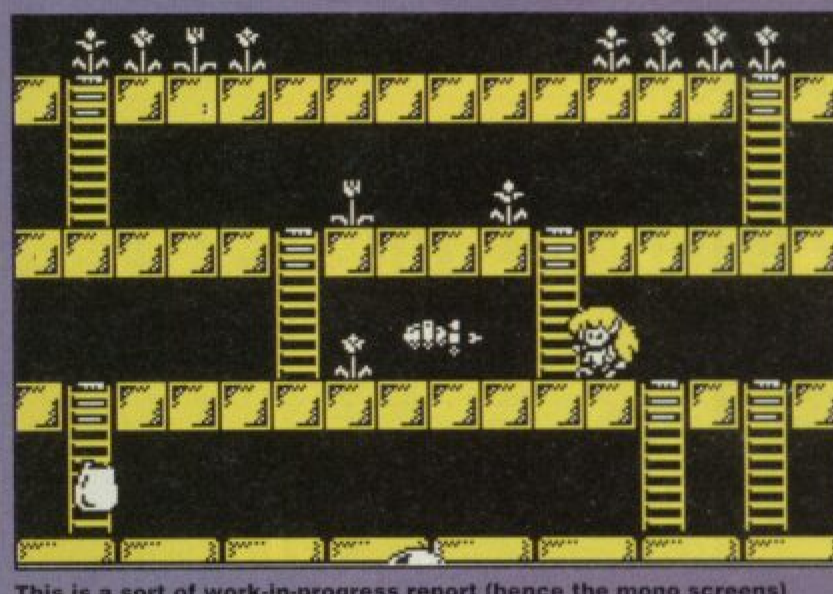
It's based on a Jaleco Japanese coin-op (which explains the spooky name!) and stars a plucky pair of little winged midgets called Tam and Rit. Armed with the magic rods of Sheesanamo and a pair of magic booties, they set off to rescue their fairy mamma who's been kidnapped by the wicked Maboot and locked away in a tower. Lots of really sweet baddies get in the way (like seals, starfish and fluffy bunny rabbits), but they can be easily disposed of by gently tapping them with your magic wand. (Just remember to pick up the tokens they leave behind.)

The end-of-level baddies are pretty dandy and cute too (like the giant elephant on a trapeze and that 'bubbly' whale over there) and there are the usual pick-ups like bombs and ice-crystals. Oh, and don't forget to collect the flowers – they'll whack up your score and give you extra lives.

So it all sounds pretty spanking really, doesn't it? It feels like ages since we had a cutsie platform game on the Spec, and now there are two – this and *Creatures* from Thalamus. It's 128K-only (sob sob) but expect to see it sometime in September.



Ooh, look! An absolutely adorable end-of-level baddie! (What a grin.)



This is a sort of work-in-progress report (hence the mono screens) showing Tam (or is it Rit?) and some, erm, flowers. Dig the haircut!

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